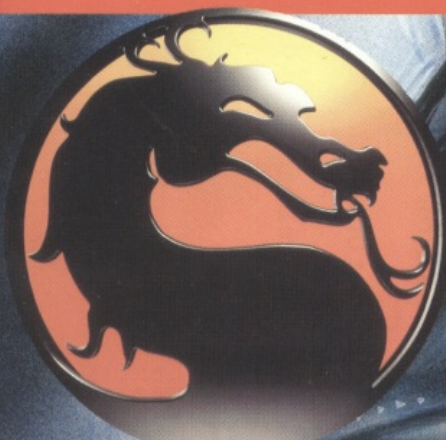


New Year Special

**THE PAST, PRESENT AND FUTURE
OF AMIGA AND CD32 GAMEPLAY!**

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EXCLUSIVE!

MORTAL KOMBAT

**MORE VIOLENT BEAT-'EM-UP
ACTION THAN YOU CAN
STOMACH? Find out inside...**

STAR-STRUCK

**THE AMIGA GETS
INTERGALACTIC
WITH STARDUST!**

Inside:

**CANNON FODDER REVIEWED ■ FRONTIER GUIDE
■ URIDIUM II TIPS ■ CD ROUND-UP ■ PD LOWDOWN**

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MAGAZINES



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JANUARY 1994
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Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

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Make a statement

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Laugh

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Go for a day without speaking

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Run up a downward escalator

Run up a downward escalator

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Dance in the rain

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Buy a hat

Use a fountain pen

Walk home today

Feed the dog

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Memorise a Woody Allen joke

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Scream

Put the kettle on

ship

Spend a

Forgive someone

Do one thing to make the world a better place to live

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CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.

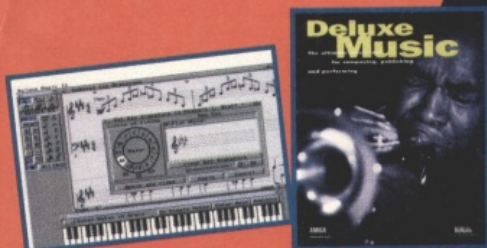
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FORCE

ISSUE 14

JANUARY 1994

W



6 NEW YEAR CELEBRATIONS

The lowdown on what to expect in 1994, including a look at *Deluxe Music*.



JUST AROUND THE CORNER

Search and Destroy plus a Gremlin Graphics round-up.

10

FORCE NINE MAIL

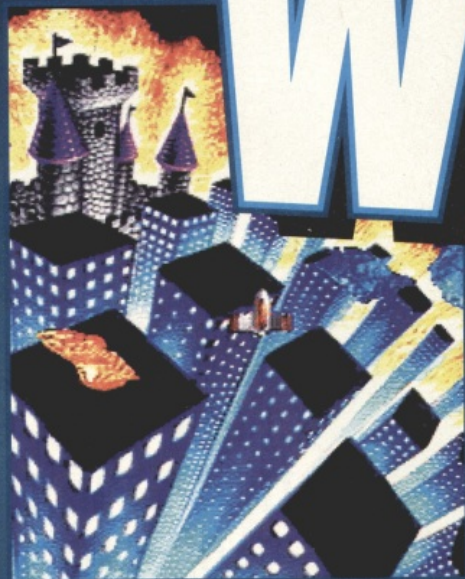
Chris returns with more answers to your letters.

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MORTAL KOMBAT RAVE REVIEW

Reviewed in full (really!). Is *Mortal Kombat* all that it's cracked up to be? All is revealed!

16



STARDUST

Another scorcher! *Stardust* may not get the RR, but it still makes an AMIGA FORCE Rave!

22



RICH PICKINGS

Cannon Fodder...Globdule...D/Generation...Body Blows Galactic... a veritable plethora of top hits!

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FORCE

JANUARY 1994



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MEAN ARENAS

Another 90+ Amiga Rave, Mean Arenas has had us at it since last month and it doesn't disappoint. Check out the full story on page 26 — it's a knockout!

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Frontier Players' Guide,

Uridium II tips, Pinball Dreams guide, Micro Machines maps and tips!



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LEMMINGS LIFELINE

Two more stages played, tipped and solved.

CUT-OUT 'N' CHEAT

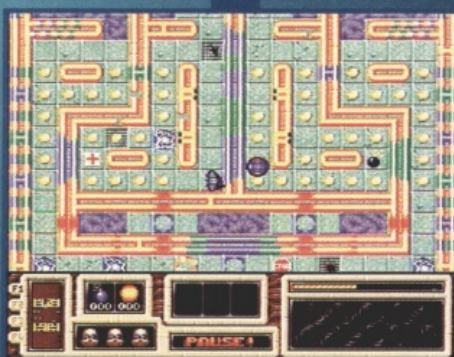
More great codes, cheats and tips especially for all those lovely new games you all got for Chrimbo!

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NEXT MONTH

What's in store for issue 15 of AMIGA FORCE? Read all about it!



BUDGET BARGAINS

Another wonderful selection of the latest budget hits and flops!

50



amiga
FORCE

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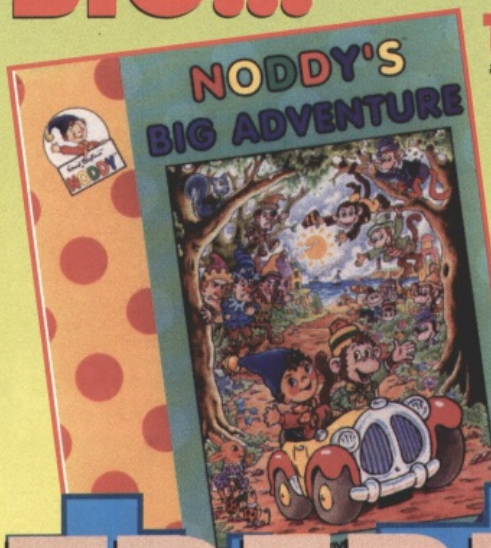
New Year Knockout!

Wow! Christmas has brought with it a deluge of games, with many being real crackers (pun intended!). Arguments aplenty over the rave review award were nearly inconclusive, simply because of the quality on show here. First off, we received *Stardust*, which, with its knock-out graphics and simplistic yet enthralling gameplay, was sure to get the award. Not so, though, when our final *Mean Arenas* arrived. We'd already been bowled over by the preview game that we'd seen, and the finished version didn't let us down! The fight was on... With deadline rapidly approaching, and a decision still to be made, *Mortal Kombat* and *Cannon Fodder* crashed through the letterbox, sending reviewers into a state of shock. Four great games to choose from — life had never been so complicated! The victor? The Rave Review says it all...

The dust will still be settling around the Christmas sales of the CD32 by the time you read this, but the signs for a Commodore Christmas are good. Okay, the adverts aren't up to much, especially in the face of Rik Mayall and co, and the software support is still a bit lacklustre, but this is the machine of the future.

A few more stores stocking the machine and half a dozen or so really hot games and the story will be an altogether different one. Hopefully, 1993 will simply be seen as somebody putting the key in the ignition — 1994 should see the machine kick-started and running away from the competitors!

NODDY HITS IT BIG...



The Jumping Bean Co have released *Noddy's Big Adventure*, an educational game for three-seven-year olds.

Based on Enid Blyton's Toy Town character, the game includes a Simple Simon-like sequence game, a series of mathematical exercises and even a fully-functioning word processor enabling children to create stories using words and pictures.

Noddy's Big Adventure costs £24.99 and is out now.



TREBLE TRI

Prism recently released a further three volumes of their Triple Action compilation, offering three games per package for just £14.99.

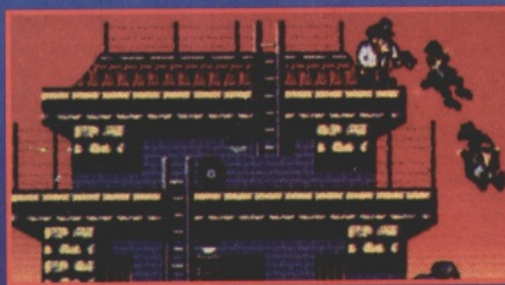
The first, Volume 3, has *Titus the Fox*, *Ghostbusters II* and *Targhan*. *Titus the Fox* is a cutesie platformer, each of its 15 levels full of fun, frolics and...er...furry things. From the towns to construction sites, you have to guide the agile fox past all manner of foes, using bottles, trollies and the like to do away with them. Not everybody's cup of tea, but the pick of the bunch.

Ghostbusters II is a novel little game, not as good as the original C64 game, but worth it

for the music. The first level's a bit drab, but, once you get going, it's not too horrendous. *Targhan*, on the other hand, is inexcusable, hardly the kind of game that you would choose to play, let alone buy.

Jake and Elwood, otherwise known as the Blues Brothers, are the attraction of the fourth volume.

It's hardly a belter of a game, but some of the new lads at AMIGA FORCE weren't too turned off by the whole thing. The less said about *Satan* the better — it's truly appalling! Finally, *Maya* is the arcade-adventure of the pack, which takes some getting into, but is quite enjoyable all





ALIVE AND KICKING

The LIVE '93 event, held at Olympia in September of '93, proved to be a huge success. Over 140,000 visitors turned up, with more anticipated at the next show, which means a move across town to Earls Court.

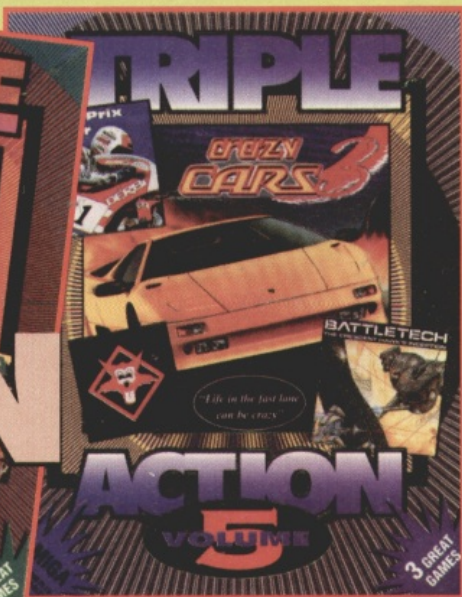
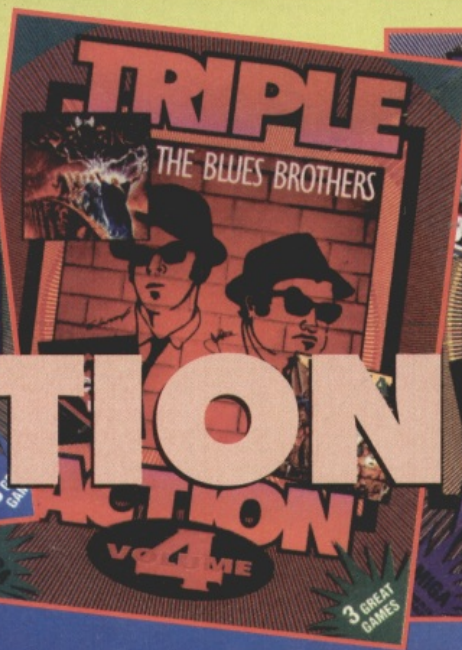
For those who missed out, LIVE '93 covered all manner of home entertainment and consumer electronics, including video and computer games.

With other attractions including a Real Hi-Fi Village and Home Cinema Promenade, it gave a glimpse of how things will be in the near future.

Those interested in Live '94 should pencil in 20 to 25 September in their diaries.

MENZIES GET SEEDY

The latest store to succumb to the delights of the CD32 is John Menzies, who now stock Commodore's 32-bit wonder. While not exactly earth-shattering news, the signs are that the machine is slowly being accepted by the industry and users alike, giving it quite a rosy outlook!



TRIPLE ACTION

the same. The graphics are good anyway!

Volume 5 features a couple of racing games as well as *BattleTech*. The pick of the bunch is *Crazy Cars 3*, which is much more than a racing game. Betting, entrance and prize money, upgrades and some pretty fancy racing are just a few of the features; definitely worth the asking price for this alone. *Grand Prix Master* starts off well, but, due to clumsy controls and poor presentation, it is a rather incomplete and unplayable *Super Sprint*



style motorbike racing game. Finally, *BattleTech* is a strange adventure cum action game, which looks dire, yet, if you have the patience to get into it, is a fairly playable game.

All in all, some varied and diverse selections available. Our particular fave is volume 5; you pays your money, you makes your choice...



Whoops! There were a few errors in last month's freebie calendar. Cut this one out and stick it over the duff one for a trouble free 1994!

JANUARY							FEBRUARY							MARCH							APRIL							MAY							JUNE						
Mon	3	10	17	24	31		7	14	21	28		7	14	21	28		4	11	18	25		2	9	16	23	30		6	13	20	27	Mon									
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Top 20



Frontier storms to the top of the charts — don't say that we didn't tell you so (but we did!).

- Frontier Elite 2**
Gametek
- Premier Manager 2**
Gremlin Graphics
- Alien Breed 2**
Team 17
- Micro Machines**
Code Masters
- Body Blows Galactic**
Team 17
- Championship Manager '93**
Domark
- Goal!**
Virgin
- Sensible Soccer '92 / '93**
Renegade/Mindscape
- European Champions**
Ocean
- Hired Guns**
Psygnosis
- Syndicate**
Electronic Arts
- Flashback**
US Gold
- Lords of Power**
Ubisoft
- Streetfighter 2**
US Gold
- Premier Manager**
Gremlin Graphics
- Combat Classics**
Empire
- Zool**
Gremlin Graphics
- Formula 1 Grand Prix**
Microprose
- Desert Strike**
Electronic Arts
- Gunship 2000**
Microprose



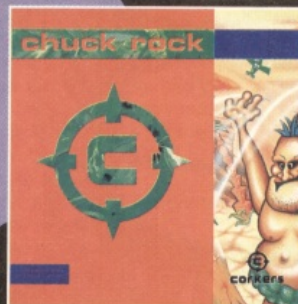
the cult classic collection



Commodore
Amiga
Atari ST

ZERO 87%

“Superior game of the hack 'n' slash genre.”



Commodore
Amiga
Atari ST

ACE 94%

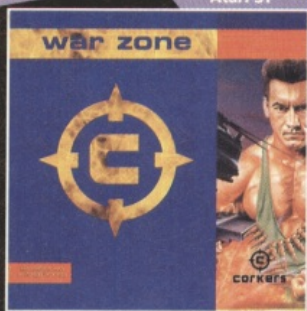
“Core Design takes a graphically stunning journey into the world of Cybernetics.”



Commodore
Amiga
Atari ST
IBM PC

CU Amiga 90%

“...superb graphics and some of the best animation that you're likely to see on the Amiga. Great fun and Core Design's best game so far.”



Commodore
Amiga
Atari ST

ZERO 88%

“The scrolling, animation and colour are all of a high standard, but it's the play that wins the day. This is particularly true of the two-player version, but even for one player, the action is tough and just keeps on going... War Zone is an excellent arcadey shoot-em-up.”

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Previews!

Just around the corner

There's a host of great new titles coming out in the next few months. Kicking off with **Visions** new chopper game, then, for good measure, we've a round-up of gremlin's forthcoming attractions.

SEEK AND DESTROY

■ Vision

Fancy taking to the skies above humid jungles, arid deserts and heavily-fortified enemy compounds? If so, it's fun in the sun flying a state-of-the-art attack helicopter in *Seek and Destroy*. That's the message from Visions in their latest blow-'em-up which will be blasting its way into the shops very soon.

The game-style follows familiar lines for this type of attack-and-destroy genre. There's a bird's-eye perspective on your chopper as it flies through each stage hunting down the enemy bases. It looks good, with smooth scrolling, responsive control mechanisms and some excellent speech samples really sweeping you up in the frenetic gameplay. Expect your killer instincts to swiftly rise to the surface, as the action gets hotter and hotter!

There are loads of missions to complete, each with ground targets to seek out and destroy before you can return to the safe haven of an allied base. Before each begins, you're given a detailed briefing pinpointing your targets and explaining the mission objectives.

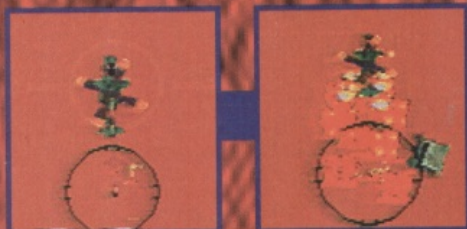
To help reach your goals, there's a radar

showing the enemies' ground-bases and helicopters, as well as your home-base. The indicator at the bottom left of the screen highlights the damage your chopper's sustained.

It's also vital to keep a check on your fuel gauge, while there's only a limited supply of most of the chopper's weaponry. Fuel can be replaced by landing on enemy supply depots after destroying their defences. This also applies for your shields which are replenished at the same time.

The ship has a host of hi-tech weaponry. There are the standard machine guns, air-to-ground missiles and even a few exocets to name a few. Weapons can be accessed through the 'F' keys — they can also be replenished by collecting the icons, appearing after you've taken out some ground targets.

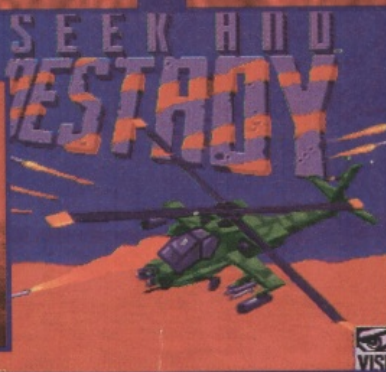
There's no doubting this high-velocity blaster's appeal — it's action all the way. Flying by the seat of your pants takes on a whole new meaning in a serious shoot-'em-up like this! Expect more news very soon.



PHASE 1.

YOU MUST ENTER ENEMY AIR SPACE AND DESTROY THEIR GROUND INSTALLATIONS TO WEAKEN THEIR DEFENCES.

LOOK OUT FOR ENEMY HELICOPTERS THAT MAY BE PATROLLING THE AREA.



10

amiga
FORCE

■ JANUARY 1994 ■

GREMLIN'S GOODIES

Those busy beavers down at Gremlin Graphics are hard at work producing a host of top titles — so wet your taste-buds and read on as we take a peek at the goodies Gremlin are expecting to serve up soon!

Gone to the Divil!

Way back in issue five, we gave you the lowdown on a crazy new game Gremlin had in the pipeline. Called *Lilil Divil*, it's now very near to fruition and looks to be a stunning addition to the Gremlin library.



This is definitely the game deserving most of our attention — since we got a look at it recently, it's been the talk of the AMIGA FORCE offices!

Taking the role of Morris Axel-Ansell Dopolopagus, (great name mate) you

stumble across the lost city of the underworld, Terratis, the entrance to which just happens to be in Mad Mo's cellar.

To make matters worse, Morris, overcome by a desperate thirst, takes a drink from a pool of water (hygienic chap then). The consequence of this rash act's a remarkable transformation — sweet little Morris becomes the crazy Lilil Divil.

This guy's one ugly demon! All pointy horns and wings. However, from what we've seen of him, he's also an incredible piece of cartoon animation. Gremlin describe him and his actions as 'riotously funny'; seeing the game makes it easy to see why. It looks to be original, the graphics are stunning and the

traps, puzzles and evil monsters are deviously cunning.

The three years of development that went into *Lilil Divil* look to be well spent. There are five levels and 50



puzzle rooms to battle through before Mad Mo can find the fountain of normality and rediscover his old looks. Expect us to be raving about all of them in the next issue.

Best of the rest

The other goodies coming soon from Gremlin include *K240*, *Zool 2* and *Legacy of Sorasil*, all of which have the potential to be big hits.

K240 asks you to save the human race from destruction (who said oh no, not again!), before it's overrun by alien forces. Doing this means exploring and conquering six different alien worlds.

It's vital to mine these planets for the natural resources that can save mankind, while at the same time heading off alien attacks.

Gremlin call it: 'The most compulsive strategy game ever!' We'll help you decide on the truth of this in the next issue.

Gremlin asked us recently if we were 'Ninja enough to Zool it?' Strange question maybe, but they're pretty proud of the sequel to the smash hit *Zool*.

We previewed *Zool 2* last issue, but it's worthy of another mention just so we can say we'll check out the super-smooth scrolling soon. There we said it!

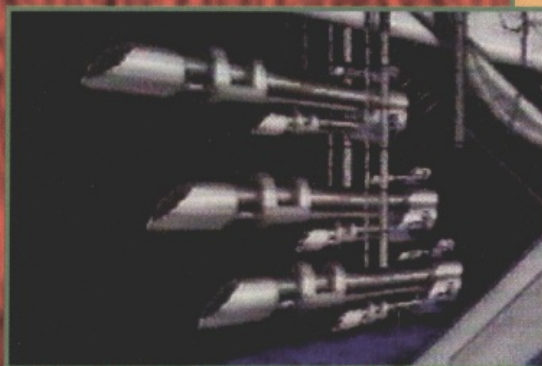
Finally, *Legend of Sorasil's* an adventure battling against the dark forces at work in the world. You have to carefully choose a party of warriors to seek out hidden artefacts whose power destroys the evil that has the world in it's grip.

Like all the other forthcoming titles, expect more news in the next issue.

MISSION 03

OPERATION BLIZZARD, PHASE 3.

THE ENEMY'S OIL REFINERY HAS BEEN LOCATED. FOR THE OPERATION TO BE SUCCESSFUL THE REFINERY AND STORAGE FACILITIES MUST BE TOTALLY DESTROYED.



NINE MAIL

■ ARGHHH!

You've really put the cat among the proverbial pigeons with that one, Mark — I've been arguing it out with Mark S at this end ever since discussing the question! I'd plump for *Sensible Soccer* in all three questions, but Smith reckons that *Goal* is tops in ques one and three. It's all a matter of taste — some prefer the slightly larger graphics on *Goal* while others go for the speed and control of *Sensible Soccer*. We asked Osborne for his opinions, but he mumbled something about balls and sticks and walked away. A bit of playtesting is needed before you can make your decision.

Chris

A new year, a new letters page and the return of regular letters supremo, and esteemed Editor, Chris Marke.

Not content with risking his own health by exercising and playing football, he's now decided to set up a team comprising many of the A-FORCE writers. There's boss boy Smith in goal, design boy Lawson and CMYK boy Jase in defence, and SEGA FORCE MEGA boy Stix in midfield, with Ed boy up front. Tips boy wanted to be manager, but he couldn't organise a brew up at a tea party (or something like that), and, anyway, he had to go to the doctors, when we played the first match (7.30pm in the freezing cold). He's now been relegated to casual observer. Results and expert analysis next issue.

In the meantime, give us something to chuckle and chortle about as we rest our weary limbs by sending your letters, pictures and musings to FORCE NINE MAIL, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

FOOTBALL FANATIC

Dear AMIGA FORCE

Firstly I would like to say that I am really pleased with December issue's hints and tips book and that your magazine is great. Please could you answer my questions:

- 1 Is *Sensible Soccer '92/'93* better than *Goal*?
- 2 Is *Sensible Soccer '92/'93* better than *Kick Off 2*?
- 3 What is the best football game on the Amiga?

Thank you if you print my letter.
Mark Palmer, Dartford, Kent

SEASON GREETINGS

Dear Guys, Gals and Sub-Editors
Merry Xmas and a prosperous New Year!
I hope your good work can continue for at least another glorious 11 months. Just one whine—how about a couple more Action Replay codes in the tips section?

Daryl 'good will to all' Booth, Ramsgate, Kent

P.S. Remember, Christmas isn't just about giving and getting presents, it's about getting sozzled and eating so much turkey that you puke!

■ Actually, I never remember much about Christmas at all, so I suppose you must be right! I'll crack the whip over MP and make sure that he gets you some more Action Replay codes. Can't say fairer than that, can I?

Chris

Thanks to David Chapman for his cool piccy of Bubba 'n Stix, Alfred Chicken and co.



DUMBFOUND-ING D-PAINT

Dear AMIGA FORCE

Congratulations on your totally brill mag (better than all those boring old mags with coverdisks).

I drew a totally brill picture of *Super-Frog*, *Zool*, *Guile* (from *Street Fighter II*), *Dizzy*, and *Alfred Chicken* on *Deluxe Paint 3*, but then when I had finished I tried saving it time and time again, but it kept telling me I needed a user-defined brush.

As I had only used *D-paint 3* a few times before I didn't know what one was, so I searched the *D-paint 3* booklet from front to back and couldn't find anything to save my work, so I had to give up. Could you please tell me how to save my work please?

Anyway I have enclosed a picture that I think you will like (probably). Oh, and just one more thing, there is a man who lives across the road from me with a computer (the same as mine an Amiga 600). Is there any way that I can send messages to him using my Amiga?

David Chapman, Leemount, Halifax

■ Your problem is that you are trying to save in the wrong menu — go to the picture save menu and save your creation there. Hopefully, that should deal with your problem — if you are having further difficulties then contact the lads and lasses at EA, who will be more than willing to help!

As for contacting your friend across the road, try a Comms package and modem. It can be a bit expensive, though — why not just invite him round instead?!

Chris

TO BUY OR NOT TO BUY...

Dear AMIGA FORCE

I am in need of a bit of assistance. I am at present an owner of a C64 and happy to be receiving COMMODORE FORCE every month for the past seven years.

I am now moving onto the legendary AMIGA FORCE for alas, I'm buying an Amiga. My question... which?? I know the A1200 is better graphics wise, but what about software? From what I've seen it's pretty sparse.

What about the A600, will games like *Silent Service II* run on this computer? And what is it like for graphics?

Kevin Collins, N. Ireland

P.S. How about a simulation round-up?

■ Now that you've moved onto bigger and better things, it will all get a little more complicated. Gone are the 8-bit days of old, with their cassette multi-loads, memory limitations and some rather garish colours! Your best bet, if you have the money, is the A1200 — most of the games are compatible, with a few now coming out especially for the machine. You will also be able to link up Commodore's CD to the machine, effectively making it a CD32.

A sim round-up? Already done, laddie — check out back issues nine and ten for more info on how the games fared.

Chris

LITTLE OR LARGE?

To all at A-FORCE

First off thanks for producing the best Amiga mag on the market. I know everyone who writes in says something like that but it's the truth and I don't expect the Letter of the Month award for saying that!

However, I'm writing in with a complaint. Why, oh why, oh why do you bother printing letters like Goliath the Possum's crap rambling in Issue 12? Who does this guy think he is? So he finds the letters of everyone else who writes into AMIGA FORCE dull and boring. What a conceited, arrogant, not to say humourless fool he is!

He may find questions about the Amiga and praise of your magazine boring, but I know for a fact that most people don't. Personally I find people like this fools, with their sad attempts at humour in the Reeves and Mortimer mould, to be undoubtedly the most irritating fellows in the world. Next time Possum, take a good, hard look at yourself before being so eager to criticise others! Especially when you're too much of a coward to reveal your true name. Goliath the Possum indeed. For Gods sake, grow up!

Cliff Roberts, Rochdale

■ Well said Cliff. I thought that Possum's letter would get some response, and you've supplied it in full! Personally, I find any attempt by Reeves and Mortimer to be funny rather sad — apart from Newman and Baddiel, they're the two most talentless gits on TV. Bring back Little and Large, that's what I say!

Chris

POSTCARDS FROM...

Dear A-FORCE

Having a nice time, raining hard, working hard and looking 'ard. Miss me?

I Osborne, Shropshire

■ Oh Ian, please com bacc as sooon as poss. Our standaard of Englieesh as gon wright down since u left us. (Yes I know, I'm correcting it — Nick)

Chris

TWENTY QUESTIONS

Dear AMIGA FORCE

I'll start by saying what an excellent magazine AMIGA FORCE is. Could you please answer these questions?

- 1 Is *Wordsworth V2* good on the Amiga?
- 2 When will *Mortal Kombat* be released on the Amiga?
- 3 What is *A320 Airbus* on Amiga like (USA version)?
- 4 Why are Ataris so crap?
- 5 Will there be *Street Fighter Turbo* on Amiga?
- 6 Will there be *Jungle Strike* or a sequel of *Desert Strike* on the Amiga?
- 7 Could you please do a review on *A320 Airbus* on the Amiga?
- 8 Could you also do reviews and previews of

Jimmy somebody or other sent us this coloured-pencil masterpiece. Good on you Jimmy — let's have more!

THORN IN HER SIDE

Dear AMIGA FORCE

David Berry's sexist comments over girls reviewing computer games has not gone down well in our household! I am, of course, referring to his letter you published in the December issue.

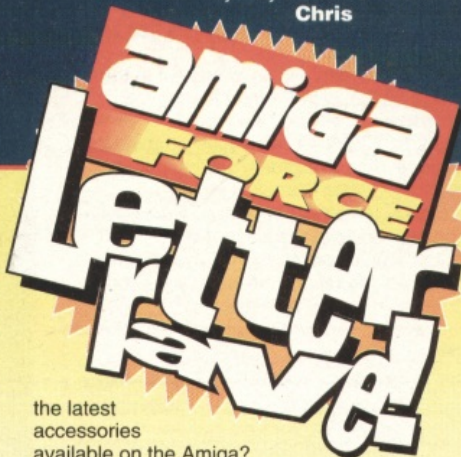
I would like David Berry to know that I'm a 15-year-old computer games fan (who happens to be a girl) and fully support the female reviewer's comments about *Soccer Kid*.

Why is it that girls aren't allowed to say anything about football without a torrent of abuse from the boys? Come on David Berry, wake up! Male machismo's dated in the extreme, we're out of the dark ages now.

Sandra Commins, Glasgow

■ Too right — each to their own when it comes to likes/dislikes with computer games. I'm not so sure if David's comments were borne from protection of soccer, though — maybe he could write and fill us in? I still think that *Soccer Kid* is a pretty cool game, though — all nice and cutesie, and rather innovative at that. Anybody else think different?

Chris

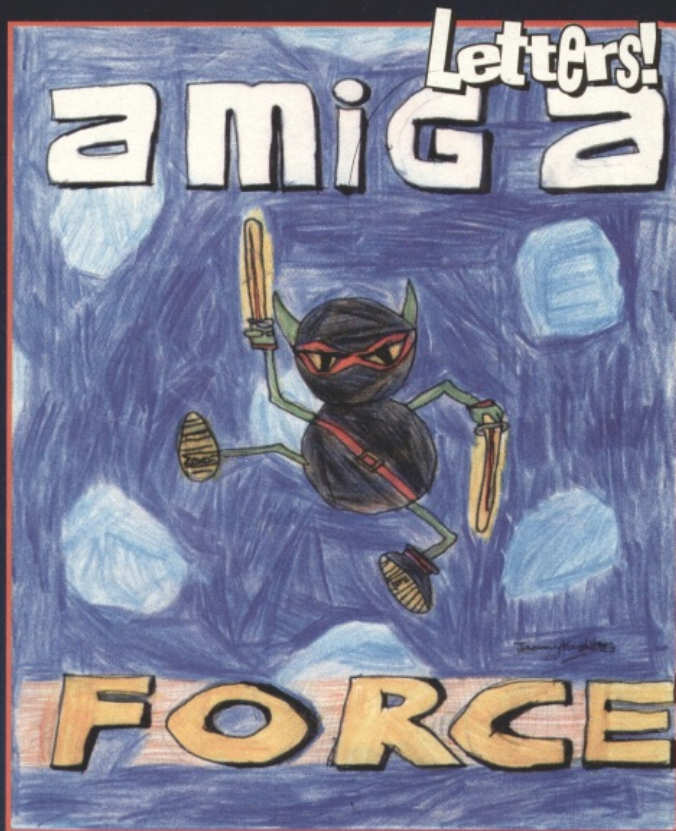


the latest accessories available on the Amiga?

Rupinder Bharj, Harrow

■ Thanks for the letter Rup — despite the listed questions, you're to be rewarded with the Letter of the Month, anyway! And, just to prove that I'm a good egg at heart (and everywhere else!), here's my list of answers...

1 Yet to see it, I'm afraid. Over to the readers on that one...



PRICING POLICIES

Dear AMIGA FORCE

The price of issue No 10 was ONLY TEMPORARY. So can you tell me why No.s 11 and 12 are £2.25, and is this price going to stay?

F Bradley, Dudley

■ Sorry F, indeed, the price stays. A matter of economics I'm afraid — what, with all of the freebies and the editorial move to Devon, we had little choice but to sustain the price increase. Hopefully, we still offer great value for money, though! We'll try to squeeze a few more gifts in too, just for you (and thousands of other readers!).

Chris

2 Round about now — read the review for further info!

3 See answer seven for the answer to this question!

4 Because they use early 80s technology and a pretty stupid name to compete with state-of-the-art Amigas from our friends at Commodore. Mind you, the Jaguar doesn't look so bad...

5 Yet to hear anything concrete, but you never know! Stranger things have happened and all that...

6 Ditto! *Desert Strike* was rather successful on the Amiga, so there's no reason why they shouldn't convert the sequel as well.

7 As soon as we receive a game...

8 As and when we get something that we think will interest the readers, we'll cover it. Remember, though, first and foremost, we're a games mag, therefore we won't be sacrificing space for non-game related articles.

Chris

Letters!

EXCD-INGLY TEED OFF!

Dear Force Nine Mail

Why was the Amiga CD32 so extensively advertised on the telly — particularly during the run-up to Christmas — when the availability, or rather lack of decent CD games continues to be a pain in the butt?

The CD32 seems to be going the way of Sega's machine, i.e. it looks more than impressive when you see it on the telly with its flashy graphics and so on, yet when it comes to the meat — the games — where are they?

I suspect the 'indies' are reluctant to develop a game for the CD32 because, at present, it must

have a relatively small user-base.

With profits linked to game sales, the software companies, quite understandably, must favour developing a game for the likes of the Mega Drive or Super Nintendo. These machines have a huge number of devotees — and consequently greater potential for sales.

But where does all this leave me and others who took the plunge and bought the Amiga CD32? I believed everything I read at the time, i.e. there would be no shortage of decent CD games at affordable prices.

I am now in danger of becoming a hardened cynic and will certainly treat all future publicity material, whether visual or written, with hefty scepticism.

Is it fair to hype a games machine to such a degree, without first having the software support to go with it? I've read plenty about what's coming up and so on, but having bought my Amiga CD32

some six weeks ago, I am more than fed up NOW!

Matthew Tribble, Putney, London

■ I can feel the tremors from Putney down here in deepest Devon, Matthew — obviously, Commodore's showing at Christmas hasn't done much for you. Already, though, more games are appearing, some of which are reviewed in this very issue, and more featured in last issue's CD spectacular.

You also have to consider the performance of the other CD machines. The Mega CD could prove to be particularly embarrassing for Sega yet — it's hardly set the world alight. Philips CDi is a bit of a non-starter, and Nintendo have yet to even acknowledge the market place. Just a little more patience, lad — it may all come together yet...

Chris

Amiga FORCE Readers' Charts!

- 1 **Frontier — Elite 2**
- 2 **Sensible Soccer**
- 3 **Premier Manager 2**
- 4 **Syndicate**
- 5 **Formula One Grand Prix**

AMIGA FORCE Readers' Chart!

Problems came in abundance when totting up the results of the readers' chart — we sat around for ages trying to figure out why the calculator wouldn't work. Eventually, some bright spark suggested turning on the lights — it was solar powered after all. Doh!

The top five looked a little predictable at first, *Sensible Soccer* leading the way right up until the final week of deadline. We then had a deluge of votes for *Frontier — Elite 2*, and suddenly there was a race on! *Frontier* finally won out by the narrowest of margins (two votes!), yet the excitement has only just begun. It makes you wonder just how long it will be able to hold on to that top spot, especially considering the quality of the games that we've seen in this issue.

Sensible Soccer held on to make it to the second position, with *Premier Manager 2* proving to be a real fave out there in Amigadom. *Syndicate* is obviously turning into something of an evergreen, staying put at number four, while Domark's racing spectacular, *Formula One Grand Prix*, slips a gear or two down to the fifth position.

Keep those votes rolling in — we're sure you'll agree, the results are worth the effort!

FRIEND OF A FRIEND

Dear AMIGA FORCE

I am getting the *Desktop Dynamite* A1200 pack for Christmas, please could you answer these questions?

1. My friend says that you can use A500 disks on the A1200 as he does that often with his friend.
2. Will *Star Wars* come out for the A1200?
3. Is *Remembrance of the Daleks* out for the A1200 and can you recommend it.

Christopher Millington, Maghull, Merseyside

■ Hope you had a good Christmas, Chris! In answer to your questions...

1 Does what often? Sticks his friend in a disk drive? Or swaps him? Yes, you can use many of the A500 games on the A1200 — if you check out each ratings box in an AMIGA FORCE review, it will tell you just what games are compatible. Same goes for the 600

2 If you mean *Super Star Wars* from the SNES, we don't think that there are any plans to convert it. There doesn't seem to be any reason why it couldn't be done — I'm sure the Amiga could handle the graphics and effects. If we hear otherwise then we'll let you know!

3 I've asked around, but nobody seems to have heard of the game! If anybody out there knows anything, then drop us a line.

Chris

SCORE FLASH!

The boys didn't do well. A 9-3 thrashing was the order of the day, although I did grab a goal for what it's worth. Next up is the Torquay United Supporters Club — if they're anything like the team, it should be a walk-over! More news next issue...

For the last four weeks, I've been hooked on:

1.
2.
3.
4.
5.

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ADDRESS.....

POSTCODE.....

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● BURST NIBBLER

Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

● SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

● PAL or NTSC MODES SELECTABLE

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

● MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

● RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

● FULL STATUS REPORTING

At the press of a key you can now view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

● JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

● MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

● AUTOFIRE MANAGER

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

● IMPROVED RAM EXPANSION SUPPORT

Now many more external Ram Expansions will work with all Action Replay III commands.

● DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

● SET MAP

allows you to Load/Save/Edit a Keypad.

● PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

● DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

● IMPROVED PRINTER SUPPORT

including compressed/small character command.

● DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

● FILE REQUESTOR

If you enter a command without a filename, then a file requestor is displayed.

● DISK COPY

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● PLUS IMPROVED DEBUGGER COMMANDS

including Mem Watch Points and Trace.

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A/F AAR IIIId

Rave review!

amiga
FORCE
have!

MORTAL

Virgin, £29.99

Thanks to Mega Drives, Mortal Monday and mountains of marketing money, *Mortal Kombat*'s stormed to the forefront of media and consumer attention. Slated for — and probably made popular by — the violence, Bally's beat-'em-up is the game to be seen with. Have Virgin repeated the success that Acclaim managed? You bet your bottom dollar they have!

The scenario remains pretty much the same — select your fighter from the seven on show, battle the remainder in a best-of-three bout, enter a few endurance

tests and then face Goro and Shang Tsung in the final battles to decide the victor. No awards for originality, but there's no need; *Mortal Kombat*'s considered by many to be the finest beat-'em-up on the market.

With joystick in hand (where else?), we got ready to face the Amiga version. Reservations

were voiced all round — the loading time is questionable, even with two disk drives, while some, myself included, had to wonder if the lengthy breaks between the action affected the game adversely.

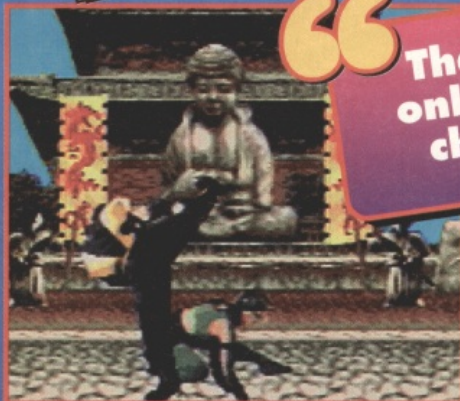
Unfortunately, the loading's a bit on the long side, yet it doesn't detract from the game too much. Presentation's top notch, even featuring little video clips of each character; go to the options by mistake, though, and you'll be waiting around while the titles load in again.

Mortal Reality

But the proof of the pudding's in the playing, and *Mortal Kombat* doesn't disappoint. The moves are more or less all evident, each carried off pretty effortlessly. Pushing back and right on the joystick and pressing fire to carry out a sweep-kick isn't ideal, but the limitations of one-button joysticks have been relatively well dealt with. A two-button joystick does have its advantages, allowing you to perform certain moves that otherwise require a smooth joystick manoeuvre.

Also included are the special moves, from Kano's cannonball to the powerful Raidenticity.

“There's only one choice”



■ Flying kicks, jump kicks, medium kicks, even the odd low kick — yes, *Mortal Kombat* is butt-kickingly good!



SCORPION
LIU KANG
RAYDEN
KANO

■ (Right) Gruesome, gory and gratuitous — those finishing moves are a sight to behold!
(Below) It's ninja vs ninja in a one-on-one brawl to the death!



Tip time!

■ On Goro, don't do the special move, otherwise, after a while, he'll perform a special move at exactly the same time.



KOMBAT

Rave review!

All moves have a power rating, indicating the potency. Some of the punches are more powerful than the special moves, but you'll need to get in close to use them!

Most impressive is the speed — the Amiga version of *Mortal Kombat* plays faster than that on the Mega Drive, Probe having ensured smooth and pacey gameplay without being so quick as to be unplayable. Two-player battles are even more intense now, occasionally being reduced to a melee of rapid button-pressing and frantic flying kicks.

Mortal Kombat

Of course, the no-good do-gooders will be up in arms about the deluge of tomato sauce on offer, ketchup spurting from wounds with just the slightest touch. Seriously, the blood element has been incorporated (although not all the gore), but it's all much of a muchness, not really adding anything to the gameplay, and always appearing at the most inobvious moments. Still, it'll give those funny people something to shout about.

Other small features have also been omitted, including some of the speech, but all of the

important elements are still there, including the witch, Reptile and the pit. Scorpion shouts 'Get Over Here', Kang puffs and pants a lot and Cage is a load of crap — just as in the coin-op!

Rib-crushingly good

As you've probably guessed, we're most impressed with *Mortal Kombat*. There are flaws — disk accessing is a bit of a pain, especially if you're only using one drive, and getting a two-player game up and running is more laborious than it needed to be.

However, these are but small gripes. The sprites are wonderfully formed and animated, the backgrounds detailed and sharp. Even the music, what there is of it, is impressive. The speech is as crackly as on the other versions, but that's forgivable considering the quality on show.

Body Blows was good; *Streetfighter II* equally so. Even *Body Blows Galactic* blows most stuff out of the water. But if you want the best, the most intense beat-'em-up on the Amiga, then there is only one choice — *Mortal Kombat*.

Mark!



TEN THINGS YOU ALWAYS WANTED TO KNOW ABOUT MORTAL KOMBAT

1 Originally, the game was to include a Jean Claude Van Damme character.

2 The sequel, complete with bigger and better characters, is already in production. Sonya can now perform a kiss of death.

3 In the arcade game, the decapitated heads in the pit were those of the programmer and colleagues.

4 They used proper actors for the characters from which they digitised the moves, although Sonya was a ballet dancer, just for those special moves.

5 Scorpion, Sub Zero, Reptile and Liu Kang are all the same actor; Johnny Cage is the others.

6 Goro was animated from a model because Mark Smith refused to do it. Boo!

7 If you freeze with Sub Zero twice, it doubles back and freezes you!

8 There's plenty of merchandise available, including T-Shirts, badges and a comic book.

9 Sonya is the most popular arcade character; Johnny Cage the least favoured.

10 Doug, from Virgin, is the Games Messiah on Games World. And what a berk he looks! Watch out for the Christmas special where he's seen leading two seven-year-olds (dressed as angels) up to the stage. The things people will go through just to be on the telly.



Rave review!

MORTAL KARACTERS



Johnny Cage

A movie star, martial artist and a bit of a useless git.



Raiden

Teleportation is his speciality — a bit useless against some of the better computer opponents, though.



Scorpion

He of the spear, Scorpion is a fave among the tips boys of this world, i.e a bit limited.



Sonya Blade

The most popular arcade character, with the most astonishing leg-grab we've seen!



Liu Kang

Token Bruce Lee clone. A bit dead really.



Kano

A little on the slow side, but has a pretty hefty uppercut.



Sub Zero

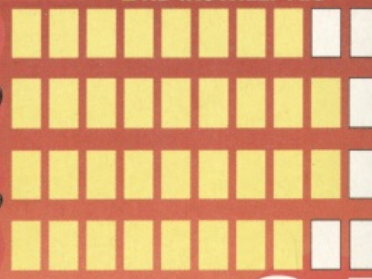
The coolest chap of the bunch, with a rather chilling special move! It even makes him turn blue for some reason!



amiga FORCE Rating!

DEVELOPERS: PROBE

- DISKS: 2
- PLAYERS: 2
- GENRE: BEAT-'EM-UP
- 1200 COMPAT: YES
- HD INSTALL: YES



The most addictive, playable and gruesome beat-'em-up out there.

94

it's a dog's life!



2 00028460 ★★★★★



3 00024690 ★★★★★



2 00003400 ★★★★★



2 00000050 ★★★★★

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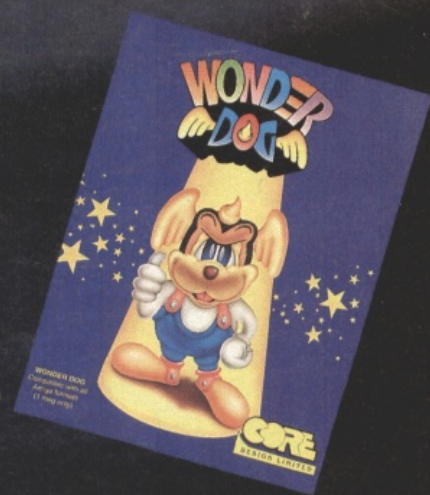
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■ ISSUE TEN: The new look continues! Hired Guns review! Syndicate, Ishar 2, War in the Gulf all tipped. Strategy games round-up!



■ ISSUE SEVEN: Morph and Flashback! Complete maps and tips for Chaos Engine, Sink or Swim, Lemmings 2 and Body Blows! Puzzle games roundup.



■ ISSUE SIX: Free disk labels! Special ECTS report, Sensible World Cup and the A1200 guide. Superfrog maps, tips for Desert Strike and Arabian Nights.

■ ISSUE FIVE: Free Battlecards! Maps and tips for Chaos Engine, Zool, Lemmings 2, Rick Dangerous 2 and Sleepwalker! Arcade adventures roundup.

■ ISSUE ELEVEN: Combat Air Patrol Reviewed! More Syndicate tips! Loom solution!



■ ISSUE EIGHT: Amiga CD32 revealed! Tips and maps galore for Morph, Body Blows, Flashback, Sink or Swim and Lemmings 2!

amiga FORCE Back Issues!



■ ISSUE THIRTEEN: Frontier reviewed! CD32 lowdown! Oscar playing tips! HumansII guide!

■ ISSUE TWELVE: Brutal Sports Football Reviewed! Premier Manager II and European Champions lowdown! Syndicate final solution and first Hired Guns tips!

Due to popular demand, here's the official AMIGA FORCE tuckshop, where you can order sherbet dips, humbugs... whoops, maybe not, but you CAN order all those AMIGA FORCE back issues that you might have missed, including that elusive Issue one. Watch out for more special offers next month!

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IT'S MORE THAN JUST A GAME

Reviews!

Rich pickings!

STARDUST

■ Daze, £16.99

I set my stall out early on this one — I love it! *Stardust* proves things don't have to be complicated to produce an excellent game. It's got bags of playability, heaps of addictiveness and all at a bargain price. Can't be bad, eh! Okay, so it's basically a jazzed-up variant on the age old *Asteroids* theme, but so what? If it works why knock it?

Stardust's one of those games arriving with little in the way of advanced hype. Despite this it's been greeted with delight in the AMIGA FORCE offices. That's because it's good fun, which, after all, is what gameplaying's all about.

Meteor masquerade

The armies of darkness amass to take over your galaxy. Cunningly disguised as meteors they've already infiltrated five worlds and are determined to achieve their wicked goal (so it's a stupid plot, nothing's perfect you know!).

Your quest's to move your spaceship around each world destroying all the different waves of aliens you find. An on-screen map shows the levels you clear to save a world. Each has a varying degree of difficulty, shown on the screen as a mark out of 100. Obviously, the further into the game the tougher the action gets.

The meteors come in a variety of colours — the amount of hits they can take before exploding depending on their hue. Grey meteors are the weakest, blue pose few problems, but once you hit purple rocks things liven up and golden meteors are the real tough cookies!

Like that old favourite, *Asteroids*, meteors divide into smaller rocks upon exploding. Once down to their smallest size many release a bonus when obliterated. Each is a small icon depicting the type of bonus on offer — they take in a heart shape, returning you to full energy, an X, meaning extra life and a star, giving you a handy smart bomb.

Many of the tougher levels pitch you against alien spaceships. They take a lot of punishment

before dying, so prepare for tough battles. To help overcome these exacting levels, your ship's equipped with a thruster, blasting you across the screen avoiding tricky situations.

The ship's also got a shield, although this only has a limited supply of energy powering it. Running out isn't the end of the world, though, as there are plenty of power-ups available once you've blasted a few rocks.

Progressing into the game pitches you against ships releasing extra weapons to grab. Using the space bar accesses the weapon- select menu, allowing you to arm your ship with increasingly powerful shooters.

The final task in each world's to battle a big, bad mothership. These babies are tough cookies, so be prepared for a long war of attrition!

The warp factor

Stardust also has a sub-game for you to play. Once a world's been cleared a warp hole appears on screen — flying into this takes you to a new world. However, before normal services

resume you negotiate the warp-tunnel. In this game the ship hurtles down a small passage, packed with mines and meteors — the object's to dodge anything coming near you. Mines cannot be shot, but any meteor getting too close can be blasted out of the galaxy.

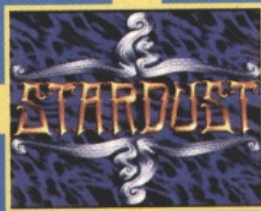
Later on in the game, there are also special missions for you to undertake, in which you control the ship through treacherous terrain — a real test and a half!

Graphically, *Stardust* is very impressive, with fabulous backdrops, detailed sprites and stunning tunnel sequences, while the game design's been well thought out. On the sound front there are some muffled speech samples, but again nothing particularly brilliant.

Stardust earns its keep through outstanding playability — as a cut-price bargain, this is one shoot-'em-up that's guaranteed to please. It looks good, it sounds great and it plays like a dream, yet it still won't cost you the earth. Can you ask for more?

It's been greeted with delight

You can't admire the scenery, there's too many meteorites to avoid.



(Left) Grab the many bonus icons to gain various power-ups.



UST

Reviews!

Mark!

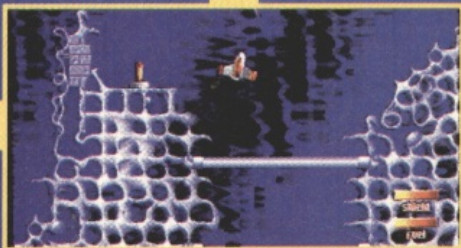
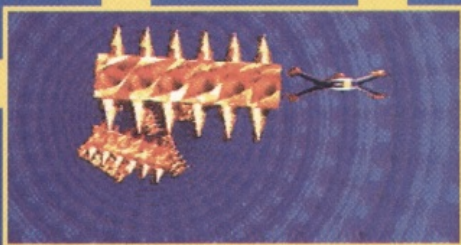
■ Even though *Stardust* involves a pretty simple concept, it's totally absorbing and *always* has a surprise or two up its sleeve. In many ways, it's reminiscent of *Asteroids*, with a good measure of *Thrust* (who remembers that C64 classic?) thrown in. The secret missions add even more spice, requiring a steady hand and a quick fire button, while the tunnels are not only mind blowing in the graphics department, they're also pretty hot on speed and challenge. Basically, *Stardust* is one of the most addictive games I've ever played. 'Nuff said. ■



Pay close attention to your mission briefings to gain success in the world of *Stardust*.



Look at all those lovely weapons!



■ Against some of the tougher alien ships it's possible to blow them up by flying into them with your shield on. Remember, though, to always keep a watchful eye on the energy gauge! ■

Tip time!

amiga
FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: 3

■ PLAYERS: 1

■ GENRE: SHOOT-'EM-UP

■ 1200 COMPAT: YES

■ HD INSTALL: YES



■ A highly addictive shoot-'em-up at a surprisingly low price.

90
23

■ JANUARY 1994 ■

amiga
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Reviews!

Rich
pickings!

SUBURBAN COMMANDO



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Not long ago, *Suburban Commando*, a truly dire film starring Hulk Hogan, America's greatest wrestling personality, was released. In their wisdom Alternative released the game of the film — sadly the question has to be asked: Why did they bother? Suffice to say I find this a very poor game indeed.

Before explaining why, let's look at the game-scenario. In the film, Hulk played the part of Shep Ramsey, intergalactic commando. This is your role. You control a rather short and squat version of the famous Hulkster as he battles through seven different stages.

Shep's mission's to rid the galaxy of the dreaded General Suitor's evil forces — this quest begins deep in space with Shep behind his attack ship's controls. However, the battle to destroy the diabolic General's power is concluded on Earth. You control Shep as he struggles against the General's forces and finally seeks out the General himself.

Wrestling warrior

You begin deep in space approaching Suitor's mothership. At this stage the game's a horizontally-scrolling shoot-'em-up, and an extremely mediocre one at that. There are loads of alien ships to battle before you complete the stage — the problem's most of them take so many hits to destroy they're on top of you before you can avoid them. This makes it more of an exercise in dodging the aliens, as attempting to shoot them's simply too risky.

Along the way there are plenty of power-ups to collect including extra speed, extra lives and stronger weaponry. The weapons available are all from the usual shoot-'em-up arsenal and take in three-way-shots, homing missiles and rear-shots. It helps to collect these as it makes the aliens' destruction just a bit easier.

Once this stage's completed, the shoot-'em-up becomes a side-scrolling, bash-the-baddies-platformer as you enter the mothership. These stages have to be finished before Shep can make

the journey to Earth.

You travel around the ship on foot, although you can also use the jet-powered boots Shep's wearing to reach otherwise impossible platforms. These boots don't have an inexhaustible fuel supply, though. They can only be used when you find one of the fuel cans dotted about this and future levels.

Getting to Earth means defeating Suitor's champion. He's a mean, hard-hitting bad guy who stops at nothing to block your progress.

Calling Planet Earth

Final levels all take place on the streets of Los Angeles; somewhere in the city, the parts you require to repair your ship are hidden. To help you get round the city it's imperative to make full use of the tricks at your disposal. There are springs in many of the streets (who knows why they're planted there!), while elevators help your progress on stages such as the Skyscraper climb.

Out to stop you are a host of baddies ranging from Street Punks roaming the streets to Bounty-Hunters contracted by General Suitor to finish you off. To defeat them means using Hulk's wrestling skills. Your character can punch and

kick opponents, he can also perform quick rolls to avoid attack. Attacks come from all directions, they can be in the form of a fist-fight, knife-attack or gunfire.

The problem with the fighting sequences on all levels is their lack of excitement and realism. For some reason, Hulk's so stubby his little arms and legs barely reach opponents. This means you often get bashed because you're trying to get in close enough to hit the enemy.

These faults aren't helped by poor quality graphics. Right from the beginning in the shoot-'em-up stage, the animation and movement are sub-standard. They're all very jerky causing the gameplay inevitably to suffer. Basically, if this game was a wrestler it would have submitted before even reaching the ring. A poor quality effort to reproduce a dull film. Steer well clear!

A
poor
quality
effort

Hulk Hogan's going through the motions. All swinging, all dancing and all a bit disappointing. He really should have stuck to the wrestling!



To get through the doors find the control levers always placed nearby.

amiga
FORCE Rating!

DEVELOPERS: IN-HOUSE

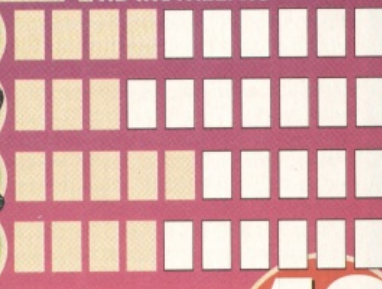
DISKS: 1

PLAYERS: 1

GENRE: SHOOT/PLATFORM

1200 COMPAT: YES

HD INSTALL: NO



A mixture of genres that fails to excite.

Chris!

49

amiga
FORCE

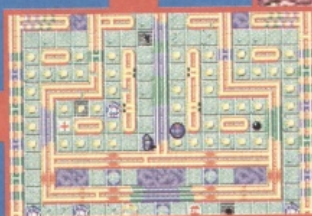
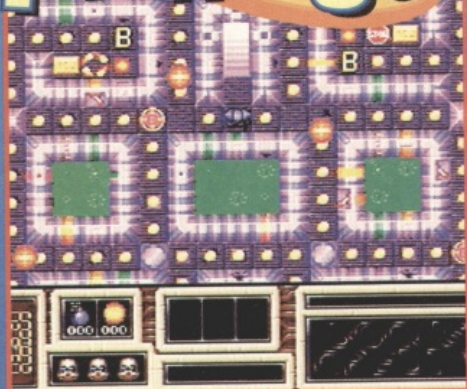
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Reviews!

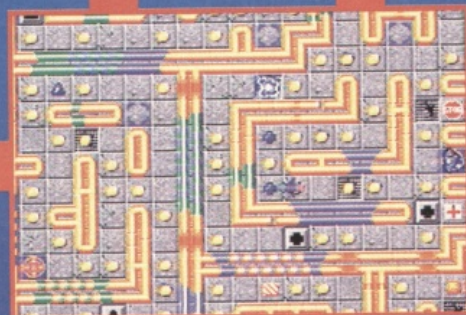
Rich pickings!



Paxman and Beadle are your hosts for this deadly show.



(Right) Grab the [B] icons to earn yourself a handy bonus credit.



MEAN ARENAS

ICE, £TBA

Let's begin with the scenario — it's the year 2093 and life's bleak for the world's population. Mass unemployment's been the inevitable result of the automation of every aspect of life. Television's no longer just a source of entertainment. Instead, it's the only industry available to the government to control unrest.

As the demand for spectacular programmes increases, gameshows become more and more deadly. This is taken to its ultimate conclusion with the creation of *Mean Arenas*, where defeat results in death! However, success brings unimaginable riches for the poverty-stricken contestants.

I couldn't help but notice the remarkable similarity between the plot of *Mean Arenas* and that of the Stephen King novel, *Running Man*, also a blockbuster movie starring dear old Anie Schwarzenegger. The game also has more than a passing resemblance to the arcade hit, *Smash TV*. All I'm saying is this is not exactly an original

scenario, but then again so what? *Mean Arenas* is one heck of a game, although just missing out on the coveted award of an AMIGA FORCE Rave Review!

Mean and moody

In another sense this game's slightly similar to the classic, *Pacman*. Guardians patrol a grid made up of walled alleys and deadly hazards. Contestants rush around each arena intent on collecting all the coins from the grid to move onto the next stage.

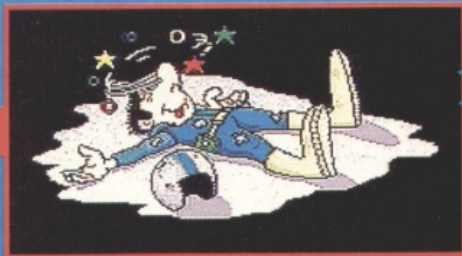
In most cases there are no time limits, so it's just a battle against the guardians and hazards. However, there are speed levels in which you lose a life if you fail to beat the clock. There are no level guardians here, but the arenas contain more hazards and puzzle elements.

The great thing about *Mean Arenas* is its addictiveness. From the description given it seems to have little to it. This is far from the truth. There are 26 levels of frantic brutality to battle through to claim the ultimate prize, each packed with loads of great features making the gameplay unbeatable. The speed

of the action and the humorous spoken commentary add significantly to the game's overall atmosphere.

While coins may be the most important things to collect, it's vital to use the bonuses dotted around each level to fend off the guardians and power-up your character. These bonuses include extra weapons, such as a four-way-fire and a smart bomb, killing everything on screen. The letters spelling out bonus grant you extra credits when collected and speed boots give you a greater chance to outrun the guardians.

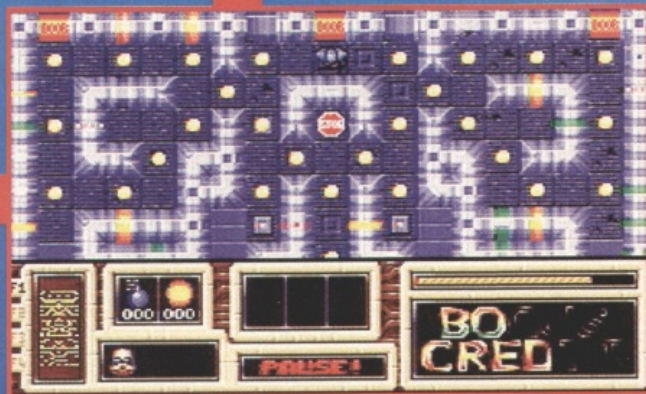
The guardians are vicious robots, patrolling most of the levels and are programmed to kill anyone they meet. They can be taken out with the gun, but there are plenty of other ways to teach them a bit of humility. Scattered around the levels are fire-shields for your character to collect, which destroy everything it touches. There are also clock symbols freezing the robots for a short period of time. Another tip's to use the blocks changing the grid shape when walked over crushing the guardians. This takes timing, but is an effective weapon if a guardian's standing by one of the



amiga FORCE have!

Mark!

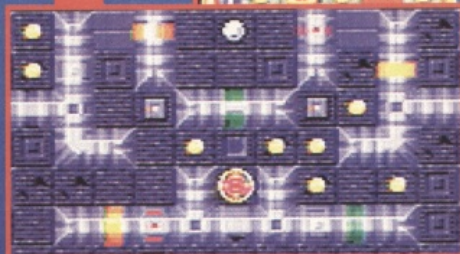
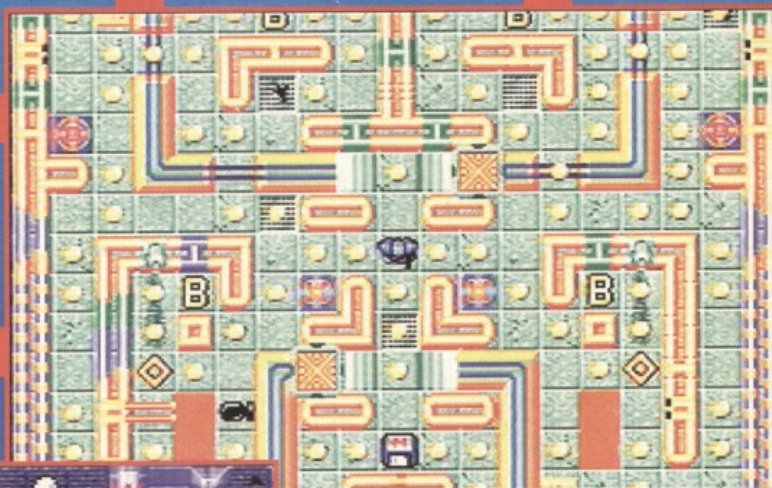
Reviews!



Just a few more bonus shots and the extra credit will be yours for the taking!



No where to run, no where to...er... teleport?



As in Pac Man, only use the shields when enemies are near otherwise they'll scarper!

Tip time!

NAS

walls. Finally, you can return your character's energy bar to maximum by finding the small medical kits left somewhere in the maze.

An added problem's actually getting to some of the better bonuses. For a start, the arena itself is no stroll in the park — there are hidden flame-throwers and rocket-launchers to contend with, while lethal acid pits and moving walkways also pose plenty of problems. As if this wasn't enough, many bonuses are kept locked behind closed doors. The only way to get them's finding the right key to match the door. Sounds straightforward enough, but why do the keys always seem to be in the most heavily guarded sections of the arena? It's just not fair!

Commentating clods!

If you thought John Motson and Elton Welsby were bad, wait until you meet Buzz and Bob!

Mean Arenas awaits the brave

These morons have somehow managed to become the network's top Mean Arenas' commentators. How they did it is a mystery, but their stupid voices and cock-ups add an extra, humorous ingredient to an already brilliant game.

As you progress, these fools discuss what's coming up on the next level and give a running commentary on your performance in each arena. They tend to get a lot of things wrong, though, as well as bringing chaos to the television studio. It's all irrelevant to the gameplay, but it adds considerably to the overall quality of the game.

I recommend Mean Arenas to anyone who's into fast-paced, action-packed extravaganzas! This game has it all. Well-designed graphics

complementing the gameplay, rip-roaringly addictive playability and brilliant, not to say extremely humorous, speech.

Mean Arenas awaits the brave and foolhardy. Putting your computer character's life on the line has never been this much fun before!

amiga FORCE Rating!

DEVELOPERS: IN-HOUSE

DISKS: 2

PLAYERS: 2

GENRE: ARCADE

1200 COMPAT: YES

HD INSTALL: NO



Superb action makes this unbeatable. A must buy!

93

Chris!

JANUARY 1994

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Reviews!

Rich pickings!

PINBALL SPECIAL EDITION



21st Century Entertainment, £34.99

What can you say about these games that hasn't been said already — at least 500 times? 'It's only pinball' screams a nerd. Yeah, right. The Amiga's 'only' a computer but it doesn't stop it being bed-wettingly brilliant.

The same goes for these games. There've been pinball-sims on every computer imaginable, from the humble Speccy to the even more humble Mega Drive, but none have captured the table-top pinball feel as well as these two efforts.

There are eight tables on offer, each of the two games containing four tables each. They're about two and a half screens tall, the silky-smooth scrolling following the ball. All are packed with features and bonuses, so let's take a look at them in turn...

DREAMS

■ **Ignition:** With its *Flash Gordon*-style rocket graphic and its 1950s circular bumpers, *Ignition* looks like a table straight from *Saturday Night Fever*. There aren't too many ramps, but look at the knock-down targets...

■ **Steel Wheel:** One for the train-spotters (hello Marc P). Hit the ramps and you're on the right track, but watch out for leaves on the line...

■ **Beat Box:** The most complicated of the *Pinball Dreams* tables, *Beat Box* puts the emphasis firmly on ramps and chutes. With more lights than a 1970s disco, this one's funkier than Michael Jackson.

■ **Graveyard:** No collection of pinball tables is complete without the traditional gloomy one. Perhaps *Graveyard* was the inspiration for the later *Stones And Bones*.

FANTASIES

■ **Stones And Bones:** This is a fave among the *A-Forcers*. Taking its theme from Gothic horror movies, this one's full of ramps and runways. High scores are achieved by hitting the tower (after lighting K-E-Y to open it), and lighting the words STONE and BONE.

■ **Billion Dollar Gameshow:** There are points galore on offer in this rootin' tootin' rip-along based on all our fave gameshows. A three-flipper table, the emphasis is on subtle targeting — hitting the correct combination of targets before using the ramps greatly enhances your score.

■ **Speed Devils:** Put the pedal to the metal for this ultra-fast table, but stay in lane or the ball slides down the side chutes! Another three-flipper outing, it's the weakest of the *Fantasy* tables, though this is a tribute to the others rather than an indictment on this one.

■ **Partyland:** Probably the easiest of the four tables — for the beginner anyway. The chutes and devices are far more accessible than its stablemate's, so this is the ideal place to start.

The *Fantasies* tables are a definite improvement on the already-excellent *Dreams* models. The devices are stronger and the tables as a whole feel a lot fuller without being cluttered. There's still room for improvement; multi-ball would be nice (and it's coming — watch out for *Pinball Illusions* in '94) and perhaps they could try something that could ONLY be done on a computer table, like creating an opening leading to a bonus table, or mobile on-deck targets.

With games of this quality, I bet you're wondering why the collection got such a relatively weak mark. Easy — for two games of this age, one of which was packaged with many Amigas, a £34.99 price tag's quite horrendous. Even so, both games are great — if you've neither offering and can't find 'em cheaper separately, go for it.

Mark!

■ Ian's right — there's not a lot that hasn't been said about these games, but they're so good that it's worth saying it all over again!

To be quite honest, I really couldn't understand the fuss over the games when I first joined up with the A-FORCE team. Pinball is best in amusement arcades after all, where the thrill comes from crashing the ball up chutes, the physical thumping on the flipper buttons, the *thwack* as a ball spins off towards a bonus... but then I played *Fantasies* and *Dreams*. They're both smooth, frenetic, blood-rush-to-head stimulating and bloody addictive. ■

Tip time!

■ Check out this month's tips for the lowdown on Pinball Dreams! ■



Both games are great



amiga FORCE Rating!

DEVELOPERS: IN-HOUSE

DISKS: 2

PLAYERS: 1

GENRE: ARCADE

1200 COMPAT: YES

HD INSTALL: YES



■ An excellent compilation, although it really should be at least £10 cheaper.

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amiga

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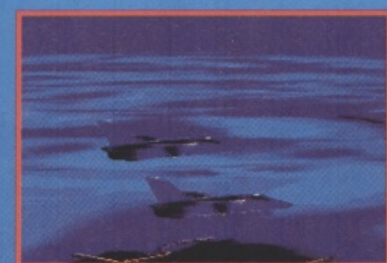
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Reviews!

Mark!

■ Although initially a very ordinary looking game, once you actually start playing Jet Strike, it's not such a bad game after all. No awards for the graphics, although they aren't that bad — it's the gameplay and variety within that will grab you more.

The missions themselves range from simply flying over a target in order to take a snapshot to more dangerous rescue missions. With the number of aircraft on offer (none of which seem to want to fly in a straight line when I'm at the cockpit!) and these missions, it's the kind of game that will keep you coming back time and again (cliche alert!). A good, solid game. ■



JET STRIKE

■ Rasputin, £25.99

Once again, the world's future is in your hands in the latest game from Rasputin Software. The evil organisation SPUDD (make of those initials what you will) is determined to destroy the world as we know it. Your mission's to take out their operations before they achieve their goal. It's not going to be easy, especially with the controls on this game, but, if you're tough enough, prepare for the thrills and spills of a fast-paced flight game.

The first point is *Jet Strike* isn't a flight-simulation. It hasn't got loads of controls and buttons to understand and master before getting into the game. However, the controls do take a lot of getting used to. The joystick's almost too responsive when you first begin to play — even the slightest correction sends the plane into a frantic dive or spin, sending you plummeting into a mountain or splashing down into the sea. The sharks are always happy to get a pre-cooked meal!

Despite these early problems it's worth persevering. Once you've got used to the controls, their responsiveness is an asset making for a flight game I actually enjoyed. The main reason for this is that, while it has many flight-sim features, such as checking your altitude, speed and weapons, the gameplay's actually more arcade than simulation. Your plane's represented on screen in a side-on-scrolling-perspective, rather than the usual pilot's view of most simulations. This makes for a much more immediate and action-packed adventure. Definitely more fun than a flight-sim, but then again I'm a fully paid-up member of the anti-sim brigade!

High in the sky

Once into the game there are a number of options — for example you can choose a two-player race against the clock with the nifty title of Aerolympics.

There are ten missions to race through; the object being to outscore your opponent by completing the mission in the fastest possible time. The players take it in turn to attempt each mission, with a choice of planes to fly.

In the combat option there are 100 linked missions to complete across a wide variety of terrains. Expect to fly at night, in the fog, on spying missions and on rescue operations to name but a few.

These missions demand detailed knowledge of the control mechanisms. As I said, they're tough to master, so it's advisable to spend plenty of time practising in the training options. Learning how to fly the aircraft takes patience, but the practice missions are an excellent arena in which to learn.

Once into the combat the different missions require specific planes to accomplish specialised operations. There's a choice of 40 aircraft and 40 contrasting weapons, so the skill lies in selecting the right combinations to succeed.

Jet Strike requires plenty of time to master and play. It's certainly not a game to complete in a couple of hours. Having said that, it's still a hell of a lot more accessible than most flight-simulations.

The graphics aren't exceptional but they complement the gameplay and make it easy to follow the game. Your plane's only a small image on screen while the backgrounds are fairly basic. There are some well-designed animations but these are peripheral to the game's playability. Basically this is a well presented and, ultimately, satisfying game, even if it's a bit on the time-consuming side. Despite this, *Jet Strike*'s enjoyable for both fans of flight-sims and arcade games alike.

■ Make sure you master the controls on the practice levels, otherwise entering the tougher combat levels is pointless!

Tip time!



“ More fun than a flight-sim ”

Plenty of practice

amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE



■ DISKS: 2
■ PLAYERS: 2
■ GENRE: ARCADE (SIM)
■ 1200 COMPAT: YES
■ HD INSTALL: NO



■ A difficult game to get the hang of, but worth persevering with.

79

Chris!

■ JANUARY 1994 ■

amiga FORCE

31

Reviews!

Rich pickings!



(Above) The Globster's hanging out!
(Below) The object of the game is to first give your slimy hero a good feed, we recommend a bit of fruit followed by some buns with cherries on top! Once your boy's full it's time to go and collect some gems. Happy hunting...

GLOB

■ **Psychosis, £25.99**

Take one slimy, bogey-like blob, throw in a huge mixture of platform-posers with plenty of spikes and flames for good measure. Leave to load, this could take some time, and you've created *Globdule*, the latest Psychosis release. No more than an average little game, it has a cute central character and gameplay that amuses for a short while.

Your mission's to guide the piece of slime with eyes around several stages packed with levels to conquer and goodies to collect. The lad, a tough piece of ectoplasm, sticks to any surface, moving as easily across the ceiling as on the floor. Add to this a prodigious jumping ability, and you've created the ultimate bogey athlete.

When we attempted to recreate *Globdule*'s heroic efforts in the AMIGA FORCE Bogey Olympics, only the fine efforts of the entrant from Ian's left nostril matched Globby's achievements. Incidentally, since its success, Ian's bogey signed a lucrative three year contract with sportswear giants Nike. A deal believed to have guaranteed the slimy superstar earnings in excess of £3 million. This good fortune occurred, of course, amid growing rumours of flagrant steroid abuse before the Olympic 100 metre flick finals!

Anyway, I digress. The quest in *Globdule*'s to

collect enough objects dotted around each level to set off the fireworks highlighting the door to the next. There are loads of 'em including gems, fruit and tasty iced buns. They're easy to find, every stage's jam-packed with goodies for the Globster to digest! Progress into the game and it gets harder as doors block the way on some levels — before reaching the goodies it's necessary to find the relevant key matching the colour-coded doors.

Of course, life's never that easy — there's always some obstacle just around the corner, taking shape in a number of ways. Spikes slide in and out of walls, fires blaze away and loads of weird creatures wibble back and forth. Jumping on the smaller monsters usually gets rid of them, though it's probably best to avoid the larger

foes whenever possible.

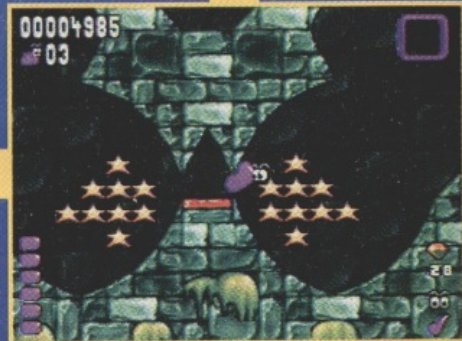
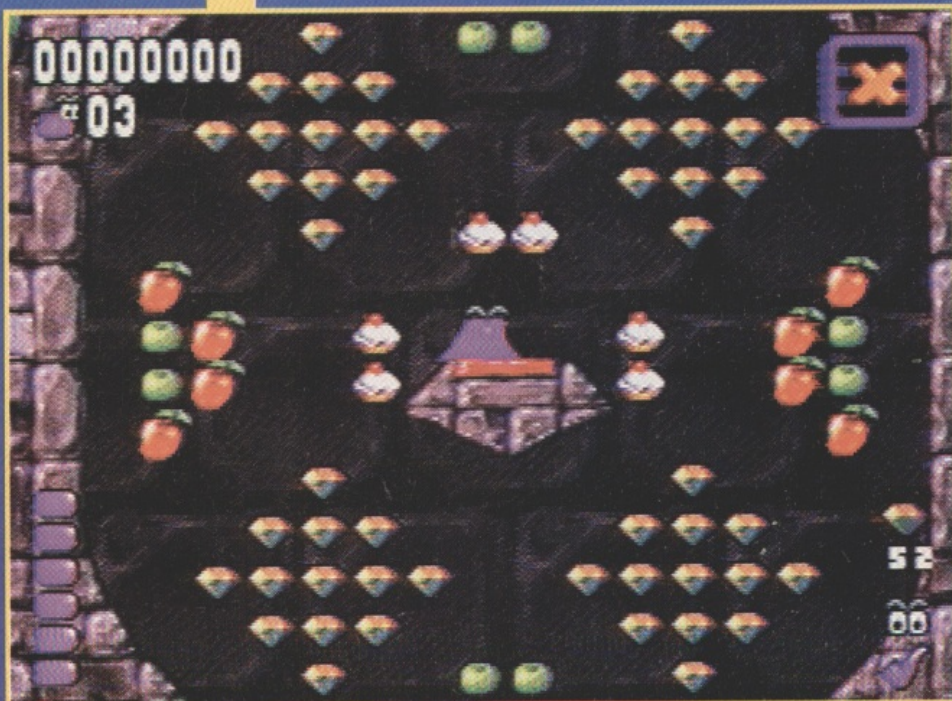
This game promised a lot

■ **Globdule's gloom**

Globdule's the type of game that seems really humorous, well-designed and addictive when you first play it. However, this myth's quickly dispelled after a few more goes.

The problem's the gameplay. Initially it all seems very funny but, as always, first impressions deceive. Play rapidly becomes repetitive, the early charm wearing off to be replaced by a growing sense of disappointment. This game promised a lot, but sadly, fails to deliver.

Chris



BDULE

Reviews!



■ Take time getting the angle of a jump right, it saves your energy. ■



lan!

■ First impressions of *Globdule* weren't too bad, but the game soon became pretty repetitive, not to mention monotonous.

The problem seems to be that, after the first few plays, there's little left to see or do, and the urge to continue soon dies. I like a bit of humour in my life — fellow staffwriters would vouch for that! — but *Globdule* really failed to tickle my fancy, being slightly lacking in depth, enjoyment and, well, funnies.

Nice idea, shame about the execution. Back to the drawing board all round, please! ■



(Above) The most interesting thing is trying to work out what the hell these creatures are meant to be!



amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE

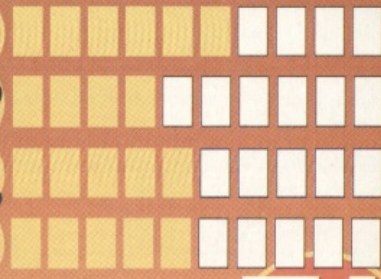
■ DISKS: 1

■ PLAYERS: 1

■ GENRE: PLATFORM

■ 1200 COMPAT: YES

■ HD INSTALL: NO



■ Looked to be a winner, but flattered to deceive.

51

■ JANUARY 1994 ■

amiga FORCE 33

Reviews!

Rich pickings!



■ Collect more than one creature at a time for increasing your speed, but don't forget to dump them! ■

Tip time!

MAGIC BOY

■ Empire, £24.99

In every class there's always one young scamp thinking he knows it all. At the School of Sorcery, little Hewlett's just a touch too clever for his own good. Top of the class, passed all his magic exams with flying colours, he's the Wizard's golden boy. Until one day he stays behind after class to play about in the spell cupboard. In his excitement he trips over the trap-door to the basement, releasing all the Wizard's weird pets.

You've got until morning to help little Hewlett round up all the magic creatures, returning them to the basement before the Grand Wizard arrives to take the day's lessons. That teaches you for being such a clever clogs!

Magic Boy has four worlds to go hunting in: Sand Land, Wet World, Plastic Place and Future Zone, each made up of eight levels. Beginning in Sand Land you're given the first four levels to complete in any order. Once these are finished the second four levels have to be conquered to progress to the next stage.

Magical, monstrous mayhem!

Completing a level means finding all the creatures, stunning them with a blast from your magic wand and collecting them in your sack. To send them back to the basement, simply pull down on the joystick and watch the magical monster whizz off the bottom of the screen. Touching any of the creatures before stunning them loses you one life. You've three to play with, so it's vital to take each stage with care. There are also three continues allowing you to return to the exact stage of the game you finished on, minus any bonuses you collected on the way.

“On all counts it fails”

Hardly humorous

Magic Boy's let down by numerous problems. For a start, it tries to create a humorous scenario, populated by a cute central character and cuddly creatures. On all counts it fails. The graphics are very average while the theme tune can only be described as

an unusual rendition of the *Popeye* soundtrack. All these faults combine to ensure the gameplay rapidly becomes irritating. I hate platformers such as this, mainly because they're all so repetitive.

The biggest gripe, however, concerns the game's playability. Nothing new ever really happens in *Magic Boy*. True, the further you progress the more varied creatures and backgrounds there are, but this isn't nearly enough to sustain interest. Consequently, you want to throw this away after a few goes. Well, I certainly did anyway!

Chris!

What a photogenic young chap, but sadly lacking in the brains department. It's fun to play with the Wizard's pets, until they all escape!



amiga
FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: 1

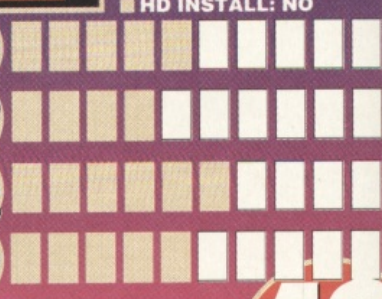
■ PLAYERS: 1 OR 2

■ GENRE: PLATFORM

■ 1200 COMPAT: YES

■ HD INSTALL: NO

SAND LAND



■ Disappointing, even for fans of the platform genre.

49



amiga
FORCE

■ JANUARY 1994 ■

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Reviews!

Rich pickings!



(Left) Inferno's fireball attack causes real damage if it makes contact with the right bodily part.

BODY BLOWS GALACTIC



Team 17, £26.99

Released in March '93, the original *Body Blows* was a massive hit — it combined brilliant arcade-standard action and graphics to make the top Amiga beat-'em-up. Now Team 17 have inevitably produced the sequel, continuing Dan and Junior's exploits. After defeating evil Max, they've challenged top fighters from every corner of the galaxy to meet in a fight to the death!

Hailed, by Team 17 of course, as the most 'eagerly awaited beat-'em-up of the year', *Body Blows Galactic* has a lot to live up to. I am pleased to report it passes the test with flying colours. Great graphics, and sizzling gameplay make this a must buy for any beat-'em-up devotee!

This is the story of an epic intergalactic competition to find the ultimate Galactic Warrior. There are 12 different characters, each with their own unique skills and attributes, to choose from. Every warrior has special moves inflicting the most damage on the opponent.

Rough and tumble

The player can opt for one of three modes — there's also a two-player feature for battling it out with a friend. Each player chooses a character to be his champion in a best-of-three knockout, or a one-off bout.

In single-player mode you select one of 12 warriors, but this time you also pick a computer-controlled fighter to compete against. Battle through six planets, each with different, brilliantly designed backgrounds, against all the other



champions. Defeating a warrior means you move onto the next planet and a new challenge. Lose and you use one of your continues to get a rematch and restore battered pride!

Finally, there's the Tournament to compete in — a great option, inviting four or eight contestants to pit their skills against each other. All contestants can play with the same character, making the competition completely even, or each chooses their favourite warrior. Give me the wicked Inferno any time!

There are plenty of other options available before the real action kicks in. You determine the length of each bout, making it 60 or 90 seconds. Alternatively, switching off the timer makes it a war of attrition!

Next, you can decide on one or three rounds, and

whether players are forced to show mercy or not. This is a cool option; turning it on means the warriors stand back, allowing a felled opponent to recover his wits. Switch it off and sportsmanship flies right out the window! It's a no-holds-barred free-for-all, with the only rule being there are no rules — now that's the way I like it.

Bloody battles

Once players have selected their characters, it's down to the real business, namely sorting out men from boys. Each character has roughly 20 different moves to choose from — the usual kicking, punching and jumping, but on top of these are a host of no-nonsense special moves.



The easiest way to activate one's to hold down the fire button. Watch the energy bar under the character's name, when it's full your warrior unleashes his toughest move. For example, Dan lets fly with a red hot ball, Junior lets loose some kind of energy bolt and the mighty Inferno sends forth a torrent of flames.

Obviously the aim of the fight's to remove all the other warriors' energy. If you're in a timed bout, whoever's got the most energy left is the winner.

This is a bloody good beat-'em-up in all senses. The characters are incredibly responsive; implement a move and there's no noticeable pause between moving the joystick and seeing the on-screen-character strut his stuff.

On top of this, the game boasts excellent animation of the fighters, with lots of great little extra features, such as the warriors' war-cries when they defeat an opponent. *Body Blows Galactic*'s a winner. If you love beat-'em-ups, get hooked by the exploits of the galaxy's greatest warriors.

Great graphics, and sizzling gameplay

Tip time!

During fights, warriors pause on their knees to catch breath after a real beating — the ideal time to use your character's special move. What's sportsmanship got to do with it!

Chris!

36

amiga

JANUARY 1994



**A variety of wierd
charcters are
waiting to be beaten
to a pulp.**



(Above) Hai-Ti's high kicks can cause you a real headache, (Right) Watch out for Phantom's sneaky spectre attacks.



■ The original *Body Blows* was a fantastic game; *BBG* looks to have gone one step further, possibly being the finest beat-'em-up on the Amiga!

Two player bouts are where it's at — there's nothing more satisfying than wiping the smug grin off of Marc's face by pummeling him countless times without loss! The different characters add longevity to an already interesting product, and the various moves are both accessible and varied. Junior's my main man — his special move is the fastest to carry off, meaning that you can go one-on-one with fireballs and he'll be victorious every time! ■



amiga

FORCE Rating!

■ **DEVELOPERS: IN-HOUSE**



- DISKS: 2
- PLAYERS: 2
- GENRE: BEAT-'EM-UP
- 1200 COMPAT: YES
- HD INSTALL: YES



■ **Superb, no-holds-barred action. A must for fans of the genre.**

Reviews!

Rich pickings!

OVERDRIVE

Team 17, £25.99

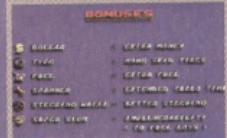
Disasterama! Serious *Supersprint* fans like me really looked forward to this one, hoping for an injection of Team 17's Yorkshire magic to turn the genre on its head like *Body Blows* and *Project X* did for their respective gamestyles. Alas, all our hopes turned to dust — the game's dodgy in the extreme, and if there's any justice at all it'll be completely overshadowed by last month's brilliant *Micro Machines*.

Overdrive features four vehicles, five terrains, 20 tracks and eight characters to race against. Beat them all and you get to face the Demon Driver in a one-on-one race across a specially configured track. The standard race has two CPU opponents at a time.

It's all orthodox *Supersprint* material so far, so where did it go so badly wrong? For starters, what's the point of including four vehicles and five terrains when they all feel so damned similar? Graphics aside, I defy anyone to identify their car or course simply by playing the game. And the tracks... why do you see so little of them on the screen at any one time? By the time you spot the next bend you're practically on top of it!

Road to Ruin...

There's a titchy little scanner at the foot of the screen, but who wants to watch that while they're playing a game? Needless to say, your opponents anticipate every bend brilliantly and drive like the wind. Even in rookie mode you end up chewing their exhaust smoke with little chance of getting ahead.



It fails on almost every level

Drunk Driving...

Each race's held over a ridiculously long eight laps, after which you stop — heaven knows what happens to the opposition. You can walk away from the computer and come back ten minutes later and they're still driving round in an endless loop.

Talking about 'endless', the disk swapping's inexcusably intrusive if you've only one drive. You can cut it down by dispensing with the speech samples, but for a game that only comes on two disks, there's no need for this.

I can't think of anything positive to say about this game; it fails on almost every level. It hasn't the originality or the two-player mode of *Micro Machines*, the graphics look like they've come straight from

Psygnosis' *Nitro* and the car handling's dodgy beyond belief.

Even as a budget release this couldn't really cut it — it's nowhere near as good as GBH's *Supercars*, and that's only eight quid. As a full-pricer, it's a joke. Get *Micro Machines* instead.

Mark!

Oh dear — poor old Ian's rather inconsolable at the moment. The lad's been looking forward to this game for a while now, but it's turned out to be a bit of a stinker (a bit like Marc Powell actually).

The problems lie with the inane computer controlled vehicles, which start off by driving rather well, yet some fail to finish the race, simply driving ever onwards. A game such as this has to be well presented, smooth and responsive — unfortunately, *Overdrive* simply runs out of steam within a few laps. It's MM for me!

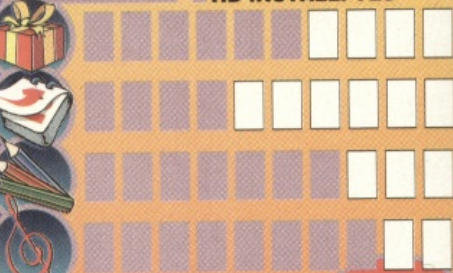


Ian!

amiga FORCE Rating!

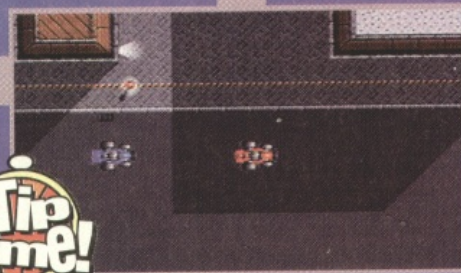
DEVELOPERS: IN-HOUSE

- DISKS: 2
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPAT: YES
- HD INSTALL: YES



Desperately under playtested and no fun at all.

36



Tip time!

Run over the Turbo Pads for added speed.

38

amiga

JANUARY 1994

QJ Controllers

Leaders of the Pack....

Looks to Kill....

The new QJ SG ProPad 2 is designed to match the best of the new generation of video games for the SEGA Megadrive. It has a programmable feature which allows any combination of fire button moves to be assigned to a single left or right fire button.

The recorded combinations are all indicated in the LED panel.



SG PROPAD 2 ...

the Champion's companion.

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- Mirror function doubles number of pre-programmed moves
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SV 437

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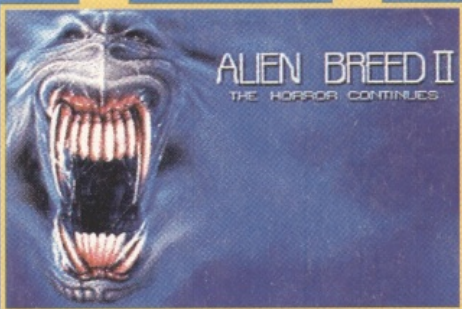
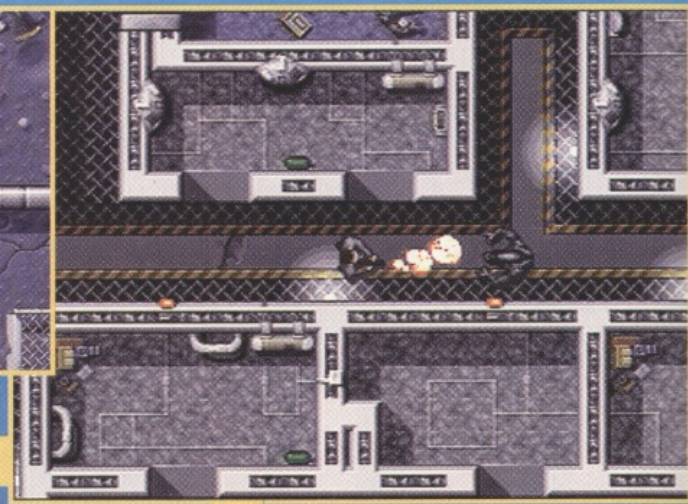
BEATTIES • BLOCKBUSTER/RITZ • BOOTS • COMET • CURRY'S • DIXONS • FUTURE ZONE • GAME • HMV • JOHN MENZIES • OUR PRICE • RUMBELOWS • WH SMITH • SOFTWARE PLUS • TANDY • TOYS R US • VIRGIN ... and all the Best Computer Shops

Reviews!

Rich pickings!



■ It's safer to allow the aliens to come to you. Stand in a doorway and blast them before they get at you, preventing them inflicting any damage on your character. ■



ITEM TOOL SUPPLY PRICE	
WEAPON CHARGE	2000 CP.
FIRST AID KIT	2000 CP.
NEW PUNCH	1000 CP.
EXTRA LIFE CLONE	2000 CP.
CHARITY LIFT-SECTOR	10000 CP.



ALIEN BREED

Team 17, £26.99

The original *Alien Breed* was a massive success and inevitably a follow-up's been created. *Alien Breed II* continues the tale of Inter-Planetary Corps members, Johnson and Stone. Nine years have elapsed since they crushed an alien invasion on a remote space research station. Since then, the federation's lived in peace, the IPC's grown ever stronger and our two heroes have relaxed, possibly drinking Tequila slammers and wooing fair maidens!

Anyway, this being a sequel, things ain't gonna be cool for long. Reports of problems at Federation Colony Alpha-Five, emergency SOS messages received — our heroes once again go in where others fear to tread...

Alien Breed II's much more than your average, run-of-the-mill blaster. This is a game that's been well-designed from start to finish. It's got some brilliant animation sequences both at the beginning and between levels. Graphics are also well up to scratch, while the sound effects add to the game's mean and moody atmosphere.

Well that's a big plus mark for the look and feel of the game, but what about playability? Happily, Team 17 have once again come up trumps. This is fast, furious and, admittedly, incredibly frustrating in places. Fortunately, this frustration's channelled in the right direction. Rather than wanting to chuck the game away, you're

determined to soldier on and find what's just around the corner.

Breeding tough

Alien Breed II takes no prisoners. There's no let-up in the game's speed, while even on the normal skill level the enemy opposition's strength means progression's never going to be easy.

The game's simple to get into. There's no messing about with huge instruction manuals and, thankfully, there's no struggle with an unresponsive control mechanism.

You start the first level searching for the compound entrance while avoiding enemy robochoppers — you're also thrown into a really desperate battle for survival!

Before entering the game, however, there are options to decide on. You choose a one or two-player game and then select your character. As before, Johnson and Stone are available. This time, though, they've a couple of friends along for the fun. You can select either Ruffertoo, an intelligent lizard-lifeform, or Zollux, a hard-assed war robot. All characters start with different weapons and contrasting abilities — basically it's up to you which character's attributes you prefer. There's not really much difference in their abilities,

basically it's all a question of taste.

Your objective's to complete the mission described on your monitor at the beginning of each level. The overall aim's to breach all enemy defences, thus destroying their grip on the Colony.

Along the way, however, you collect a wide variety of objects helping you complete the mission. Two essential requirements are ammunition-clips and door keys. There are loads of each sprinkled liberally around each level. It's vital to ensure you don't run out of them — doing so leaves you at the mercy of alien hordes and these guys aren't friendly!

Most of the levels also contain Terminals giving you a list of items to purchase when accessed. To buy anything it's first necessary to grab plenty of credits. Again these are found throughout every level. Once accessed, the Terminals offer a choice of new weapons, including laser-guns, grenade-launchers and rebounding bullets which are bought if you've enough credits. Each weapon comes with three firepower levels — buying them obviously depends on your credit limit.

If you haven't enough money for one of the more powerful shooters, there's always the tools menu to access. At much cheaper cost you purchase equipment such as extra ammo-clips,

“Well-designed from start to finish”

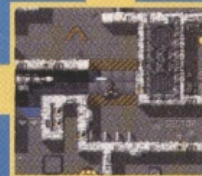
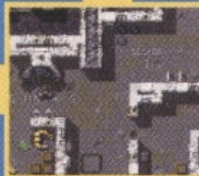
Reviews!

Ian!

■ Another stunning offering from the Team 17 boys! *Alien Breed* was very successful yet the sequel looks set to take its place at the top of the charts!

Negotiating the mazes, even the first one, can take some doing, yet cracking the levels and solving the various problems is where the satisfaction lies, even if you do lose your patience in the process!

Plenty of variety, storming action and a whole plethora of levels — *Alien Breed II* seems to have it all. A real corker! ■



(Above Left) Use the terminals you find to purchase weapons, tools and outlines of your current mission.

HOMING MISSILES



PU: LOW 25000 MEDIUM 30000 HIGH 35000 NEXT PREV MAIN

amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE

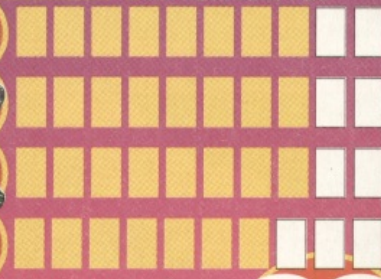
■ DISKS: 2

■ PLAYERS: 2

■ GENRE: SHOOT-'EM-UP

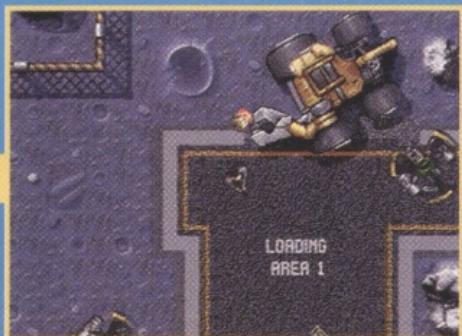
■ 1200 COMPAT: YES

■ HD INSTALL: YES

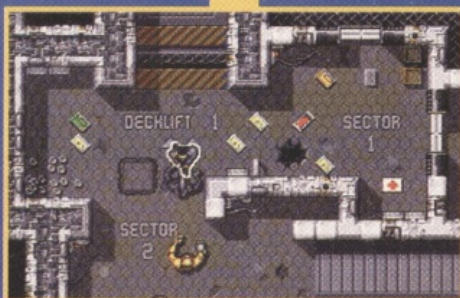


■ Plenty of action, numerous levels and very difficult. This one's a sure-fire hit!

88
88
41



(Above) Ignore the tank, it's useless.



increased energy and extra lives. Of course, you can just use the Terminals to check on your mission brief and game statistics, or alternatively abort the game. Having played *Alien Breed II* extensively, I doubt you want to make much use of the latter option!

All-action alien aggro!

The action's viewed from a well-implemented, overhead perspective giving a wide view of the terrain around your character. The action comes at you from all directions, so it's vital to be aware of what's going on. To help you there's a level map — you use it by pressing the B button on the keyboard. This allows checking out obstacles surrounding your character.

Alien Breed II's a smart blaster requiring the player to use a bit of thought. I've got to admit I had my doubts after a few goes. To begin with, the first-level-alien seem incredibly hard to dispatch. The helicopters come at you low and fast — it's curtains if you fail to blow them up or dodge out the way. The only problem's that it takes a lot of shots to eliminate them. This makes the gameplay difficult until you plot a route to the next stage which is entering the base.

All in all though a highly addictive blaster — it's got a lot of appeal, is well-presented and, most importantly, manages to be incredibly addictive.

Chris!

■ JANUARY 1994 ■

amiga
FORCE

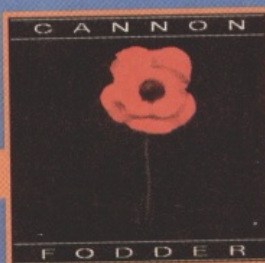
Reviews!

Rich pickings!



Quicksand, rivers, tiny islands, houses — it has it all.

CANNON



Maim, kill, destroy, eat, shoot! There's no doubt that *Cannon Fodder* brings the best out of the AMIGA FORCE reviewers...



Chris!

■ Having already seen an early version of *Cannon Fodder*, I knew just what to expect. Thankfully, it's just as much fun as the beta version, challenging even *Stardust* for solid, straightforward, addictive gameplay!

The most intriguing thing about *Cannon Fodder* lies with the 'What Happens Next?' concept. Even as you end one mission, you're wondering just what the game will throw up against you next. There are even different vehicles for your troops to use. While each area gets bigger and bigger, the enemies get smarter and more powerful, and extra weapons less common as you get further in.

There's not much more to say except buy, buy, buy! ■



TRASH ENEMY HQ

BRIEFING

WITH 3 SOLDIERS YOU MUST
KILL ALL ENEMY
DESTROY ENEMY BUILDINGS

27 RECRUITS REMAINING

GO FOR IT



Reviews!

amiga
FORCE
have!

Be careful — when the men topple from a mountain, they can't get back up.

CANNON FODDER

■ Virgin, £25.99

WAR! What is it good for? Well, according to the Sensible lads, it's never been so much fun!

Cannon Fodder isn't your normal, everyday shoot-'em-up. Combining strategy with the inimitable Sensible humour, you're put in charge of a group of raw recruits. Leading them into battle, you undertake 24 different missions, spread over a total of 72 phases.

From the dangers of the Bridge over the River Pie, where your small troop has to wade through rivers to reach their targets, to the Antarctic Adventure (aptly titled 'Bugger Me it's Cold!'), where your four soldiers traverse the icy wilderness, destroying the enemy buildings and battling it out with the soldiers, there's action a-plenty and death galore!

A wealth of fun

Onward Virgin Soldiers

Not that *Cannon Fodder* necessarily glorifies war — this is played strictly for laughs. The tiny soldiers amble about, treading where the pointer takes them, and dealing with every new situation with courage belying their size (I think we've a sad case of sprite affection here — Ed). No, it's true I tell you — I've come to love every little guy as if a son; tears were streaming down my cheeks on the demise of Pete and Hector, and when they got my little Tadger I felt life was no longer worth living...

Each mission requires something new from the little guys — soldiers must be overcome, buildings decimated, civilians saved, and your own men spared if you're to move onto the next. Before you do, though, you're treated to a list of

those Lost In Service and those heroic enough to survive. Make sure you pay your respects!

You move the full troop by placing the pointer and clicking, firing with the other mouse button and throwing grenades and the like with both. Yes, it's all very simple, yet each mission's spread over a large, scrolling area, presenting new challenges, tests, and a wealth of fun!

It ain't 'alf hot, mum

It's not all about charging forwards, guns-a-blazing and hoping for the best; the strategy required's slightly more complex than that employed during World War One! Bushes, trees and the like can be used as cover, while only the very brave, or most foolhardy, would choose to wade through water in full sight of the enemy as you can't fire your guns during this time.

Once a mission's over, new recruits assemble at the foot of the hill; those felled during combat marked by a cross further up. If you lose men during a mission, the other recruits take their place. Lose them all and it's all over!

Graphically, *Cannon Fodder* isn't that special, although there are a few minute details, managing to bring out a bit of humour (check out the wounded enemy soldiers). The sounds are pretty cool, with an interesting musical score kicking off the proceedings, and the screams, gunfire and squawks adding to the atmosphere and fun of it all.

Many of the laughs come from the mission titles, as well as those graphical effects, and it's this, along with the appealing, nay absorbing action, that makes this such a winner.

Mark!

Don't drop into the water when an enemy's in sight, otherwise your troops are liable to be picked off one by one.

Tip time!



amiga
FORCE
Rating!

DEVELOPERS: IN-HOUSE

DISKS: 3

PLAYERS: 1

GENRE: SHOOT-'EM-UP

1200 COMPAT: YES

HD INSTALL: YES



Another all-dancing, all-singing and all-laughing Sensi hit!

90
43

■ JANUARY 1994 ■

amiga
FORCE



Reviews!

Rich
pickings!

Ed!

(Below) I'd hate
to meet the
architect who
designed this
corridor...



D/GENERATION

Mindscape, 25.99

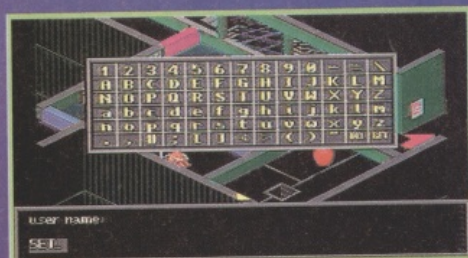
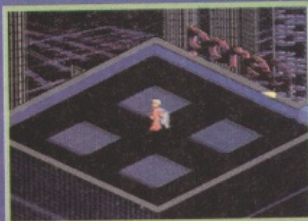
Every now and then a game springs up, and manages to be brilliant almost despite itself. *D/Generation*'s such a game. It's not blessed with Amigadom's flashiest graphics, the animation's nothing to write home about (more like 'write in and complain' if you ask me), and the sound effects are, erm... let's be polite and say 'minimalistic'.

To add insult to lethargy, it doesn't seem to have been enhanced in any way for its CD release either. What it lacks in bells and whistles, though, it more than makes up for in sheer, unadulterated playability — perhaps *because of* rather than *in spite of* its technical minimalism.

An arcade adventure *par excellence*, *D/Generation* isn't mean and moody enough to be truly Cyberpunk but the plot wouldn't look out of place in a *Bladerunner*-type film. You play a courier, entrusted with a package destined for the Head of Genoq labs.

Their security system, based on Neogens (a series of bio-mechanical defences created by the labs themselves), has gone haywire and your package's intended recipient (he seems to require it rather desperately) is trapped on the 90th floor. You land on the 80th and fight your way up through

120 levels of non-stop arcade action. Each room's a challenge in itself. The aim early on is to get from one end to the other and stay alive,



though later levels are less linear. Watch out for rotating cannons, electrified floor panels and even mobile plasma fields.

The Generation Gap

The Neogens themselves come in four varieties — the A/Generation look like big red Smarties and are easy(ish) to kill, the B/Generation being long blue cylinders crushing you without a second's thought. C/Generation humanoids disguise themselves as anything they choose and as for the awesome D/Generation... that's a classified project of which you have no knowledge.

The variety of puzzles is as minimalistic as the graphics — by and large it's just opening doors, shooting Neogens, sealing Neogen creators and guiding the odd Genoq employee to safety. So it's boring and repetitive, right? WRONG! The rooms are brilliantly put together. No two are alike, and even with so few devices on offer they present a real challenge.

Simply finding which points (yellow triangles) open which doors is tricky enough, and open the wrong barrier at the wrong time and it's curtains for you or your intended rescuee. Some doors need codes or keys to open, and others won't budge until a room's secured.

Each room's a challenge in itself.



Perhaps the beauty of the game is it has just the right mixture of brains and brawn. You always feel you're making progress — none of the puzzles are based on trial and error, and even when you get stuck you're compelled to have one more crack at it until you're through.

Lose all your lives and you're only put back to the beginning of the floor you're on, so there's no traipsing through half the game just to see two new rooms a couple of hours later. You can save your game position to the CD32's infamous 1k of non-volatile memory — a passcode system would make more sense, but this is better than nothing.

A Room with a View...

The *Wreckers*-inspired 3D perspective allows a crystal-clear view of the playing area, though moving diagonally to stay parallel with the walls is annoying, especially using the CD32's awkward joypad. This makes blasting Neogens with the laser you find early in the game a little tricky too. Not that this stops it being fun. The game's minimalism is its strength, its limitations provide its attraction. Mindscape rejected the 'let's see what

the machine can do' approach and produced a solid, playable game with the emphasis on playability not technology.

The main sprite's animation's inexcusable and the lack of level codes grates but apart from that, it's ace.

Ian!





Mark!

■ Although a direct port of the floppy version, *D/Generation*'s still worth a look — its excellent arcade adventure atmosphere and gorgeous gameplay stand out like an eight-bit owner at a computer fair.

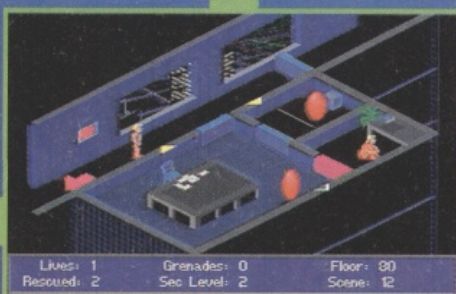
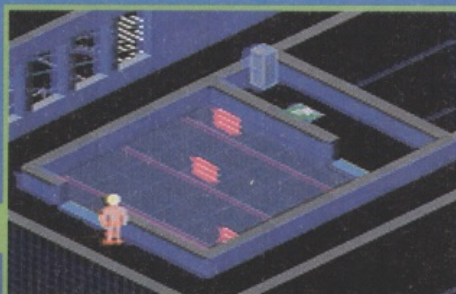
With so few tricks up its sleeve, the game relies on clever design rather than flash graphics and pointless gimmicks, and it works — *D/Generation* is a game you won't be able to put down.

If you've already got the floppy version there's nothing here worth buying, but if you haven't... ■

Reviews!



Watch out for computer terminals — log on for some interesting facts about life, the universe and everything (except Smiffy's greasy quiff).



Lives: 1 Grenades: 0 Floor: 80
Rescued: 2 Sec Level: 2 Scene: 12

Tip time!

■ Try shooting the yellow triangles (to open doors) with your laser. ■

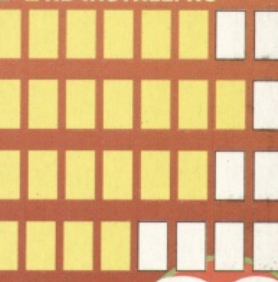


(Left) Invasion of the killer Smarties from hell! Not a 1950s 'B' movie, but an everyday occurrence in *D/Generation*...
(Above) Seal the Neogens' entrance ports by running over them — well why not?

amiga
FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: CD
■ PLAYERS: 1
■ GENRE: ARCADE
■ 1200 COMPAT: N/A
■ HD INSTALL: NO



■ A corking arcade adventure and a surprise CD hit.

89
45

■ JANUARY 1994 ■

amiga
FORCE

Reviews!

Rich pickings!

■ Chris, what are you on? Sure it's expensive for a straight conversion, but it's still a full-pricer on every format — so what's the problem? Even without the *Comic Relief* tie-in, *Sleepwalker's* a great game. It's highly original, extremely challenging and there's always an incentive to keep playing. It doesn't use the CD32 to its limits; it doesn't even stretch the AGA chipset, but in my book it's still worth a good 86%.

Ian!



Cd!

Lee departs this world. Shame that damned dog couldn't save him!

■ Ocean, £29.99

Way back in issue four, *Sleepwalker* in its original incarnation got a great reception from the *FORCE* fellas. Ocean have now deemed it worthy of re-release on the CD 32. However, they also severed the game's charity tie-in with the *Comic Relief* organisation.

Now there's no pressure to buy it because 'it's for a good cause', I remind you it's a jolly good game as well. Even so, just because *Comic Relief* isn't high profile at the moment doesn't mean the people *Sleepwalker* was created to aid are suddenly having a great time and eating lots of chocolate cake! I just thought I'd mention it.

Onto the game. It was addictive and enjoyable originally — still the case with the CD 32 version. You control Ralph, the ever loyal hound, who does anything to protect his young master, Lee. The problem with Lee's that, like Wee Willie Winkie, he runs around town in his nightgown. The difference is Lee's fast asleep, making it Ralph's unenviable task to shield his sleepwalking master from the dangers of the city night.

Your task's guiding Ralph around multidirectional-scrolling levels protecting Lee from the many hazards that might wake him up (we all know never to suddenly wake a sleepwalker). Dangers such as open drains, water, cars and nightclub bouncers all bring Lee closer to the land of the living. A gauge in the top left of the screen shows how close to waking he is.

Doggy Dilemmas

To save Lee you think ahead. Ralph removes the level dangers before his master reaches them. Consequently he ensures drains are shut, fire hydrants blocked and even repairs broken bridges himself!

If Lee gets stuck there are a number of ways for Ralph to move him on. You pick up speed, to avoid cars for example, by pushing Lee from behind. Avoid gaps by stretching across them and clear large buildings by booting Lee over them. Though, how a sharp kick to the buttocks fails to wake him I'll never know! Even so, all these moves are very difficult to implement.

Sleepwalker isn't a game to

complete in a couple of hours. The difficulty level's high which can get a little frustrating at times. However, with patience, this is very addictive. One essential aid to navigation is the level map — not only does this highlight your position in relation to Lee, it's also used to plot your course to the exit. Not an easy task, believe me!

Same old story...

Success may be difficult, but it's rewarding.

There are some great between-level, animation sequences showing Ralph desperately trying to protect Lee. The graphics are well presented with some amusing visual effects. However, there's been no attempt to use the full capabilities of the CD 32 to improve the gameplay.

If you've got the original there's no point buying this. The price isn't justified for a game with no extra features, though it's worth a look if you haven't seen the game before. The only things missing are the *Comic Relief* noses. After all, at least the money was originally going to a worthy cause.

Chris!



(Right) After a swift kick in the butt, Ralph watches Lee fly across the screen.



amiga

FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: 2

■ PLAYERS: 1

■ GENRE: PLATFORM

■ 1200 COMPAT: YES

■ HD INSTALL: YES



■ A great little game, but fails to use the capabilities of the CD32.

69

■ Use the concrete block on the roof above to block the waterflow from the fire hydrant. ■

Tip time!

amiga

■ JANUARY 1994 ■

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DINOSAUR DETECTIVE AGENCY



Plenty of cartoon-cum-dinosaur shenanigans abound in Dinodick's first outing. Good price, good looks and a pretty darn good game — need we say more?



■ **Alternative,**
£16.99

Way back in time, before man was even a twinkle in anybody's eye, dinosaurs had their fair share of crime to deal with. Obviously, these Jurassic japes could only be solved by a great detective. Unfortunately, most dinosaur brains were so small, solving even the simplest crime was beyond them. In desperation, with crime rates soaring and prehistoric posers still unsolved, one dinosaur stepped forward to stake his claim to the crown of top dinosaur detective. Enter the hero of Alternative's latest platform puzzler — the one and only Sherlock Ness (now you can't get much cornier than that)!

Dinosaur Detective Agency features Nessie's four most puzzling cases. Armed with only his trusty camera flash, the great detective hunts for clues, traces criminals to their latest crime-scene and finally catches the baddies in the act. Once you've spotted the guilty parties, photograph their faces as they commit their dastardly crimes to solve the case.

Dinodick devilry

Before entering the game you can choose to have music or sound effects on. Both are catchy, with some neat spot-effects or jolly tunes to listen to. Alternatively you can have both going at the same time (just thought I'd mention it).

In each of the four stages the game's a side-scrolling-platformer until you meet the criminals face to face. In the first level you start outside the

amiga
FORCE

■ JANUARY 1994 ■



(Left) Looks like that dinosaur's heading for a fall...



Wahey — LET'S MEET THE FAMILY NESS!



■ In the mine-shafts, leap from cart-to-cart as they pass each other to go up through the mine and get closer to the bank-robber. ■

Tip time!



bank, on the tail of a master bank-robber. There's a long way to go before meeting the criminal. Your detective work takes you underground, along mine-shafts and through small tunnels before you face the baddie. If you hit any other dinosaur in the level you lose an energy point. There are only five available to start with, so a lot of care has to be taken. Dotted around each stage are dinosaur heads providing an extra energy point. These are usually hidden on difficult-to-reach platforms but it's worth making the effort as you need them on later levels.

Other objects to grab include extra points, extra time (vital as your mission's a race against the clock), and flash bulbs. Use these to temporarily blind dinosaurs blocking the way. They freeze to the spot, allowing you to run by without losing an energy point.

It's important to remember that Sherlock Ness is an expert digger. At certain points in the playing area you spot different coloured turf. Press down on top of these to burrow through to other sections of the level. It's also advisable to use blocks to reach high places.

Getting to the end of the level means you meet a baddie — each is found at the scene of his latest crime. The game perspective changes at this point with you viewing the villain through the eyes of Sherlock Ness. As the thief bounces around the room trying to avoid being caught on camera, you bring the target to bear on his face. Press the fire

button to take a photograph, catch the whole of the criminal's face and you've solved the crime. It has to be full face and you only have a limited number of shots to achieve the objective. Fail and yet another criminal evades justice!

Jolly Jurassic Japes

Dinosaur Detective Agency's a fairly good game. It has some nice touches, such as jolly cartoon-style graphics and catchy sound, but in the playability department it lacks that extra spark.

True, it's fun to play for a while, especially as you battle through the levels and find out what the different crimes are and what the villains look like. There are some weird-looking dodgy geezers back in the land of the dinosaurs I can tell you!

Check out the second level and the terrible kidnapping of the pet known only as Terence to see what I mean. The culprit looks like some kind of crazy, buck-toothed mongrel. Why he'd want to steal some old lady dinosaur's pet budgie God only knows! A tasty snack perhaps.

To be fair this is a game I imagine appealing to younger gamers. It's not too difficult, contains some funny characters and, best of all, it only costs £16.99. For that sort of money *Dinosaur Detective Agency* isn't a bad bet, especially if you like platform games with plenty of puzzles and sub-games to complete.

“Dinosaur DA isn't a bad bet”

Mark!

amiga

FORCE Rating!

■ DEVELOPERS: IN-HOUSE

■ DISKS: 1

■ PLAYERS: 1

■ GENRE: PLATFORM

■ 1200 COMPAT: YES

■ HD INSTALL: NO



■ A decent game for younger players. At only £16.99 it can't be bad.

71

Budget!

The best bets to stick 'em with your brolly. They don't like it up 'em!

Mark!

I think it's safe to say this game really has had its day. Even in its day — a wet Sunday afternoon during a powercut — it wasn't ever going to win any prizes.

It's so incredibly pointless, tedious and lacks any element of fun at all. If you enjoy whacking strange objects with an umbrella and collecting pieces of fruit, I'd start to worry if I were you!

Even as a giveaway this game goes straight in the bottom drawer to collect dust. Come to think of it, dusting probably offers more entertainment value.

At the end of each stage a big boss awaits. Frankly, this one's just asking for it!

Budget Bargains!



PARASOL STARS

■ Hit Squad, £9.99

The planets are under attack, who on Earth can save them? Well, how about a couple of short, fat blokes with brollies?

Unlikely maybe, but that's the scenario in Hit Squad's latest re-release, *Parasol Stars*!

Bub and Bob, heroes of the Rainbow Islands, are enjoying a holiday when the warmongering warrior, Chaostikahn, unleashes a magma of menacing monsters on the universe. Or so the blurb goes! I mean, come on guys, it's only a bog standard, one-screen-platformer for God's sake.

Wacky worlds

In this galaxy the host of weird and wonderful worlds range from the opening Music World, populated by mutant grand pianos, accordions and other crazed musical instruments, to Cloud World, a later level in which planes, helicopters and satellites are out to get the little fellas.

You clear monsters from each world's levels before your time runs out — battle through all successfully and meet the big boss guarding the end of every world. Defeat him, save the planet and move to the next.

Killing the bad guys is easy. Simply whack and stun them with your parasol before picking them up and hurling them against a wall for the finale.

“Graphics are dull, dated and dreary”

Alternatively, there are weapons to collect in each stage — these include fire, lightning and water-drops. Gathering them's no problem, all you do is let them drop onto your parasol, keeping them there by holding down the fire button. You now have a great weapon for taking out baddies without getting too close.

Bub and Bob's adventures were considered great fun on their original release, so maybe this type of thing was highly regarded in its day. All I can say is that day must have been bloody boring!

A wet and windy Sunday in Chipping Sodbury, perhaps.

Today the graphics are dull, dated, dreary and the music's really irritating. Okay, compared to some budget releases this isn't that bad, but that's more a sad reflection on some of the dross about at the moment than a note of praise.

I dislike games like this intensely. The main bugbear being they're just too repetitive. Clear a level of monsters, move to the next, repeat and so on. God, how boring!

I find *Parasol Stars* too easy, too irritating and too monotonous. It's not an awful game, though, and I'm sure there are a lot of fans out there. However, it's not for me even at the budget price.

Chris!



Tip time!

■ Collect five drops on your parasol to create a mega-drop. Ideal for causing serious damage! ■



amiga
FORCE Rating!

■ Platform fans may get some satisfaction, but everyone else — steer clear.

60

50

amiga
FORCE

■ JANUARY 1994 ■

CARDIAXX Budget!



■ Time's more important than energy, so don't be afraid to mix it with the enemy. ■



A rare dud from Team 17



■ As shoot-'em-ups go, this one fails to get off the ground. I usually love a good blast through space, but *Cardiaxx's* an exercise in frustration control. Even the normally mild-mannered Ian Osborne ended up throwing this violently against a wall!

The problems all stem from the very badly designed gameplay. The slightest attempt to slow down your ship's horizontal movement results in a change of direction. Not really much good when you're trying to attack an alien!

Most irksome, however, is the need to move slowly across the screen, killing aliens indicated by the computer, before progressing. This is amazingly irritating as there's no spontaneity to the gameplay. The result's some terribly jerky scrolling and a boring game.

If you love shoot-'em-ups, for heavens sake steer well clear of *Cardiaxx*! ■

■ Team 17, £10.99

Here at AMIGA FORCE, we love reviewing Team 17 games. In their short time together they've taken Amigadom by storm, releasing classic after classic. *Project X*, *Body Blows*, *Alien Breed*... the list's far from endless, but who needs quantity when you've quality like this? Unfortunately, this budget effort does little to enhance their excellent reputation. Its presentation's the right side of acceptable, but the gameplay's a disaster.

The horizontally-scrolling shoot-'em-up isn't the most original of game concepts, but the lads at Eclipse Design (the game's original publishers way back in 1991 — Team 17 just bought the publishing rights and tweaked it) injected some originality by allowing both left and right scroll, *Uridium*-style.

Unfortunately what could've added a neat twist to the game has all-but-destroyed it due to one of the most appalling design gaffes I've ever seen. The game's a push-scroller, and you only have to tap the joystick in the direction you *aren't* going and your craft turns round and blasts along in the other direction. Can you imagine how frustrating this is? It's virtually impossible to control your craft in the heat of a fight because as soon as you try to move back (or catch the stick accidentally) the scrolling reverses! This is a blindingly obvious

problem and could easily be solved by delegating scroll reversal to a key-press, or (if you have one) a second button.

Cardiaxx

Arrest...

Not that the scrolling's the game's only fault. For all its good intentions, the left/right concept offers no freedom at all, as you're told in which direction to fly to reach the next attack wave — you can ignore this instruction, but you won't get very far before being forced back.

Unlike, say, *R-Type*, you can't leave baddies unbattered either. The levels are peppered with impassable barriers only opening when the current attack wave's been polished off. And if that's not enough, there's also an irritatingly short time limit on each wave; run out and it's 'Game Over', however many lives you had left.

This just encourages you to throw yourself at the enemy, with scant regard for your energy bar... did I mention the energy bar? Yes, it's that old chestnut again. With little in the way of graphics or sonics to indicate a hit, all sense of urgency goes out the window and you end up standing toe-to-toe with the foe. Not that tactical ducking and diving are possible anyway, the scrolling put paid to that.

There are minor niggles too, like the way power-ups are automatically awarded and not 'picked up', and the dated alien attack waves. As you expect from Team 17, graphics and sound are top-notch, except for the main sprite which looks like it's flying on its side. Lack of parallaxed backdrops make it look dated too, but what's there's okay.

Cardiaxx's a rare dud from Team 17. Maybe they're not infallible after all. Why they bought the rights to such a dated and fundamentally flawed game heaven only knows. Let's hope their next outing sees them right back on the rails.

Ian!



There are many moons to visit in *Cardiaxx*, but is it really worth the bother?



amiga
FORCE Rating!
■ A rare turkey from the kings of quality. It just doesn't cut it.
38

Budget!

Budget bargains!

Tip time!

■ Use cruise control in practice to fix your car's speed at a comfortable setting, and then concentrate on steering. ■



Ian!

■ Indy-racing's a peculiar sport. Sure, the cars go significantly faster than F1 offerings, but the tracks... not very interesting, are they? No hairpins, no 'S' bends, no chicanes, just featureless oval courses designed purely for speed. It might not be fun to watch, but it certainly translates into a great computer game; in fact, the lifeless tracks of the Indy series might be an advantage in a serious sim such as this — they're certainly easier to get to grips with!

As you may've guessed, I love *Indianapolis 500*. True, it's very hard to master, but a little challenge never hurt anybody. After a few practice sessions, I got to understand the principle of the 'optimum turning path' on a corner, for example. This sounds ridiculous in the instruction manual, but translated to the screen and the game, I quickly appreciated what the instructions were going on about.

Call me an Anorak if you want for saying this, but I was fascinated by all the statistics in this simulation. In my book it's a winner! ■

INDIANAPOLIS 500

■ **Hit Squad,**
£12.99

Racing games come in two distinct forms. The all-out arcade racer, namely racing as fast as you can, with the fire button pressed as firmly as possible, and simulations, where fuel gauges, tyre pressure and the like come into play.

Indianapolis 500 falls firmly into the latter. It's the simulation going into the minutest details of the Indy racing scene — great if you're into mind-numbingly boring statistics, but not so good for those actually wanting to play a decent game. *Indy's* so wrapped up in its own stats, any normal person slumps into a catatonic stupor after about 30 minutes.

I guess you're all up on the rules and regulations of Indy car racing. I mean, we've all seen dear old Nigel Mansell teaching the Yanks how to race on the telly. However, if you think this game captures the excitement of the real thing, then please think again!

The need for speed

To begin with, you can opt for practice laps, start in the qualifiers or head straight for the competition — it's advisable to kick-off with a bit of practice. The courses, themselves, are fairly straightforward — large, featureless oval arenas. However, driving round them's a different story. The slightest movement on the joystick sends your car hurtling across the track, making contact with the walls almost inevitable. This takes a hell of a lot of getting used to, so expect to be crashing a lot more than you're actually racing to begin with. In fact,

you need the patience of a saint to get to grips with the control mechanism!

As I said earlier, this is meant to be the definitive simulation, so nothing's left to take a natural course (just like the real thing I suppose!). Fuel, the engine, the car's balance, tyre pressure and just about everything else has to be monitored. It all seemed too much like hard work for me, but that's only personal opinion. My fellow reviewer, and all-round good egg, Ian Osborne, was bowled over by it all. It doesn't take a genius to guess he loves this one!

Indianapolis 500 gives you no option but to read the incredibly interesting manual! Unless you

do this, the controls baffle you — even, probably, Nigel Mansell. Again, though, the problem for me's the amount of mindless drive getting in the way of the instructions. True, there's a quick start guide. The only difficulty's this fails to prepare you for the actual gameplay.

I know this is meant to be a simulation and not simply a race game; however, surely the programmers could've injected a little interest? I just found the whole thing a chore to play. Give me the pure entertainment value of *Micro Machines* any day!

Too much like hard work.

Mark!



amiga
FORCE Rating!

■ The mark's only this high to appease Ian.

44

52

amiga

■ JANUARY 1994 ■

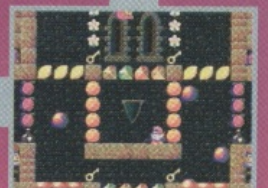


Mark!

Budget!

What a neat little budget game! *Qwak's* everything I love about budget software. For a start, everybody who's seen it knows it's never justifiable to flog this as a full-pricer in today's games market. However, once they start playing it, nobody can help but to be swept along by its playability.

The graphics, sound and presentation are nothing more than average, but the game's unnervingly addictive in short bursts. True, this is never the first game I'd think of playing when I have a few spare hours, yet it's great fun. Buy it, play it for a while and then store it away. One day when you've got absolutely nothing to do, remember *Qwak*, slam it into your drive and be addicted all over again!



Team 17, £10.99

This is the type of game that thrives on a budget label — it's fun, you can get right into the gameplay immediately and it's surprisingly addictive. I enjoyed playing *Qwak* and, while recognising it would never survive as a full-pricer, I recommend it as an extremely light bit of entertainment.

A classic-style arcade platform game, everything takes place on one screen of action. Negotiate the platforms, avoid the baddies and collect the bonuses to advance to the next level. There are eight worlds to overcome, packed with 80 levels of fast-paced fun, as your brave duck adventurer travels across the worlds in his little balloon. Elect to play a one or two ducks game, each is high on playability, without ever being really taxing.

Going Quackers!

Using a joystick or the keyboard, *Qwak's* controls are very simple — basically it's run, jump and fire to unleash an egg at a baddie. The object of it all's to make your way around each level collecting points, bonuses and power-ups, while avoiding evil animals out to make a duckdown pillow out of you!

The power-ups are scattered around each level. They include coins providing extra continues, potions giving you invincibility, armour or extra speed and super eggs killing baddies instantly. There's nothing new in any of these features, but the overall feel of the game is it's *fun*.

Progression to later levels pits your duck against the added elements of dangerous platforms and traps. These take in dissolving platforms, spikes

QWAK

and deadly skulls. Overcoming all these obstacles leads to a battle with the guardian of the world you're in. The keys to complete these levels won't appear until the special baddies are disposed of, so try not to make a duck's arse of yourself!

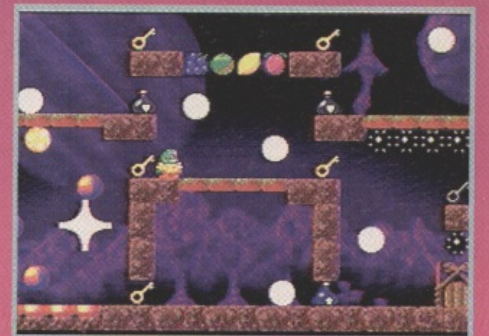
Qwak's nothing special in the graphics or sound department — it looks and plays like an old platformer. However, for sheer playability, it's a good bet. Basically, it fills a few spare hours in the day. It's not a game to take seriously, though; more, perhaps, for a laugh when you're frustrated with a more sophisticated game.

You can tell Team 17 don't expect much from it by glancing at the jokey instruction manual. Cheep and cheerful — nuff said!

Tip time!

In two-player mode, you can push each other and jump on each other's heads. Helpful on the tougher levels.

Chris!



amiga
FORCE Rating!

A jolly little game with no pretensions of greatness

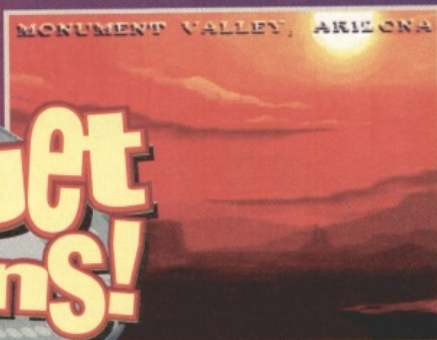
69

JANUARY 1994

amiga
FORCE

53

Budget!
**Budget
bargains!**



F-29 RETAALIATOR

■ Hit Squad, £12.99

Yet another flight-simulator's making the return journey via the budget shelves, courtesy of Hit Squad. This time it's the old classic *F-29 Retaliator*. Immensely popular the first time round, this game's worth a look for any flight-sim fans who originally missed out.

Even though it's been around for a fair while, *F-29* makes a damn fine addition to the budget labels' range of titles — it's a serious simulation leaving nothing to chance.

As you expect, there's a bumper instruction manual with the game. This contains a detailed look at the Grumman X-29 (your plane, fool!), which began life as a technology-demonstrator in the early 1970s, with the dream of creating the ultimate, combat fighter plane.

It has a short take-off and landing requirement, is radar-invisible and has a high muzzle velocity, meaning it packs one hell of a punch! Many of these capabilities are still under development in a fourth-generation version of the X-29 (okay Mark, enough of the aeronautic education. What about the bloody game? — Ed).

Flying high

Begin the mission by enrolling in the game's databank. Enter your name to be placed on the duty-roster and become an active pilot — this means you can use the same hot-shot for future missions, with up to six different pilot logs stored at any one time.

Using the function keys gives your pilot a rank as follows: First-Lieutenant, Captain, Major, Lieutenant-Colonel, Colonel. The higher the rank, the more variety of missions on offer — more points are awarded to a higher rank because missions are automatically harder.

The next stage is to choose your scenario with four to select from — Arizona, a test range,

containing dummy targets and remote-controlled vehicles; Middle East, helping a friendly ally in a war between neighbouring nations; the Pacific Ocean, breaking a military blockade by the enemy and Europe, where the nightmare's come true and World War's breaking out once again.

It's best to start in Arizona learning the art of flying your plane before tackling the harder combat missions. This is a tough simulation to get into, so attack by other aircraft, tanks and battleships complicates the learning process. Try tackling them once proficient at actually handling the plane's controls!

If you really can't wait to get into the game, the Zulu Alert option's a quick start. It provides unlimited weapons and is basically a shoot-'em-up game with you commencing in mid-air against a squadron of enemy aircraft. There are no points awarded for kills and your achievements aren't recorded in the pilot's log. Even so, it's a decent enough game if you aren't bothered about playing the full simulation.

All of the action's viewed, in typical flight-sim-style, from a pilot's-eye perspective. You can see to the sides and in front of your aircraft, but must rely on the radar for reports on what's attacking you from behind, or the whereabouts of the enemy forces.

Keeping a check on your progress in a particular scenario's simple. Activating the Mission Control option provides the latest update on the war

situation. This includes a detailed map of the battle-front and text describing the significant events taking place in the conflict.

There are loads of keyboard controls to get used to which are often a source of anger for detractors of the genre. These include Eject, Satellite, providing an overhead view, and Autopilot. There's a hell of a lot more than this, of course, which is why it's vital to become accustomed to flying the plane before you do anything else.

The graphics in the game appear a bit dated compared to some of the more advanced flight-simulations now on the market. Even so, this in no way detracts from the professional feel of the game. True, it can be a bit slow in places, which won't appeal to fans of action-packed shoot-'em-ups. However, for fans who like their games a little more taxing, *F-29 Retaliator's* a worthy choice.

I found the gameplay strong and, surprisingly, still addictive. It's no secret I'm a fan of the genre, so it's pleasing to see Ocean's *F-29* back as a budget title.

Mark!

“Packs one hell of a punch!”



■ To achieve level flight, raise or lower the nose until the ladderbar indicates zero degrees. ■

Tip time!



amiga
FORCE Rating!

■ Worth a look for any flight-sim fan.

72

54

amiga
FORCE

■ JANUARY 1994 ■

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Going

With Osborne trundling back to Ludlow for a winter break (things were too hot for him in Devon), it's left to MARK 'STAND IN' SMITH to do the honours, reporting on the oh-so-fine and not-so-fine releases from the PD and Shareware people!

DEADLINE

■ Roberta Smith DTP (PD)

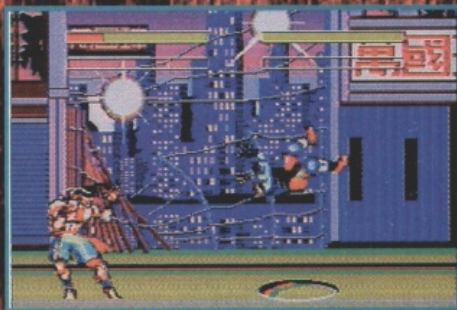
I half expected some kind of text-based adventure with *Deadline*, a parody of everyday life at AMIGA FORCE (everyday life at AMIGA FORCE is a parody!). Instead, your aim's to guide Arnold



scintillating scenario from a PD game.

Avoiding rotweilers, muggers and the like, you make your way through the various stages, collecting the keys, allowing you to open gates and collect the disks inside.

An AMOS-designed collect-'em-up, *Deadline* may not be the most sophisticated PD game ever devised, but it's still playable and verges on the challenging side.



MADNESS FIGHTERS 2 A1200

■ Roberta Smith DTP (Shareware)

What, with all the hype surrounding *Mortal Kombat*, *SFII* and clones, it hardly came as a surprise to see a PD game along the same lines.

This A1200 game's a rather spitting effort, despite the rather obvious samples from the original *SFII*. The moves are quite accessible, if a little predictable, and, while this is something of a sample with only three characters to choose from, you can always update to the full version, which has a whole load of new characters.

Shortscribbler through the streets and park near his home, collecting the hardware and software that's blown from his room. Another

There's a two-player option for those who prefer beating up a pal, while the solo-player can pit his skills against the computer in a series of knockout bouts.

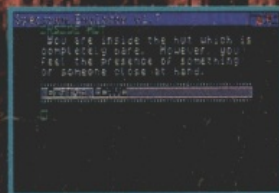
Mortal Kombat this ain't, but it's still a good little title, a nice intro to the PD scene.

THE HOUSE

■ Zenobi Software (Licenceware)

While scanning a newspaper over a steaming cup of coffee one morning, and feeling fed up with your mundane life, you spot an advertisement for a competition: Send £5 to enter and win an eccentric millionaire's house. Sounds too good to be true!

Having sent your application in the post, you soon receive a set of house keys and instructions



NOW TH

■ Multi Media Machine (PD/SW)

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on how to get to it. Thinking how easy it all seems, you set off. Little do you know of the weird things awaiting you!

That's the premise for the latest of Zenobi's Spectrum ports, played through the disks' emulator.

The House's a text adventure using the usual commands such as LOOK, EXAMINE and OPEN. However, it's also got some great little extra touches making for a great game. I won't spoil your fun by saying exactly what happens, but check out the presence in the hut, for an example.



This is a classic text adventure providing hours of enjoyment for fans of the genre. So what if it appears to be dated these days? Games don't always need stunning graphics to be utterly addictive!

THE QUEST FOR THE HOLY SOMETHING

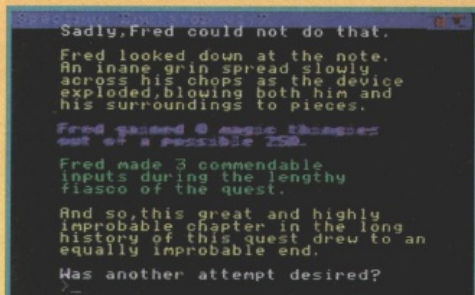
Zenobi Software (Licenceware)

Throughout time there've been many quests, though none quite like this one! For a start, nobody's actually sure what the object of the quest really is... not even the author.

However, don't let this put you off — this is another classic Speccy port from Zenobi.

It's a tongue-in-cheek tribute to all the great games of the past — to the more experienced

adventurers, it's like a trip down memory lane. Encounter along the way the delights of *The Prancing Ogre*, *The Extremely Large Caves* and the teeming metropolis of *Leatherhead*!



The unassuming hero of the game's Fred Bloggins who's searching for the fabled Holy Something. To help him find it means using some unusual modes of transport. Take the No. 35 Bus, a smelly Steam-Train and a weird Aircraft; the only thing's you need to pay some form of entrance-fee to use them.

A great little game for avid adventurers. Your knowledge of other classic games of the genre helps to solve many of the posers in *The Quest For The Holy Something*. It's fun, novel and a great quest.

AT'S... 2

The second in the *Now That's What I Call Games* CDs offers a further 100 PD and SW games for your CD32 machine, although, again, it suffers from the same serious flaws, with many games requiring keyboard or mouse.

Nor does it help that the games were all originally for the Amiga, hardly taking advantage of the extra buttons, not to mention functions of the CD.

The games that do work with the joystick alone aren't too bad, although they're not up to the standard of some of the titles on the last disk.

XFi had the whole office hooked, being something of a *Tron* clone and a damn difficult one at that. *Aliens* isn't anywhere near as good as the *Space Invaders* clone on disk one, being glitchy and garish.

The *Asteroids* offering, *Transplant*, is one of the better shoot-'em-ups, with smooth scrolling and



rotation. *Psycho Santa's* a nice, seasonal, semi-violent title; *Descender's* the token *Tempest* game; while *Superleague's* a novel managerial-sim, only playable if you have a mouse, though.

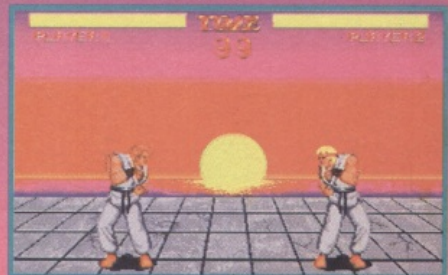
Major gripes time, now. Having to reset the machine every time you want to pick a new game may not sound like a big deal; but select a crap game and it just adds to the length of the frustration.

More so, even if the game's denoted for joystick, sometimes you need a keyboard too, if only for selecting various options.



And, occasionally, when the game's over, you can't play another game; instead, you have to re-start and select the title all over again.

If a little programming work had gone into this, tidying up all the loose ends and working on the presentation, then this really could've been worth the money. As it stands, there's a lot of dross, too much sloppy presentation and too many problems ruining the enjoyment.



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ASSASSINS DISK 143

■ **Roberta Smith DTP**
(Compilation)

Another smashing collection from those Assassin lads! Pity about the intro music, though. Ever thought of upgrading that C&S keyboard?



INTENSE

A brave *Ikar Warriors* attempt, with some very cool sprites and equally impressive gameplay. Basically, it's a matter of pumping laser into the oncoming hordes, fighting precariously on bridges and collecting the gold bars that can be found lying around.

The flick between levels is somewhat disconcerting, but, otherwise, a rather impressive little game.

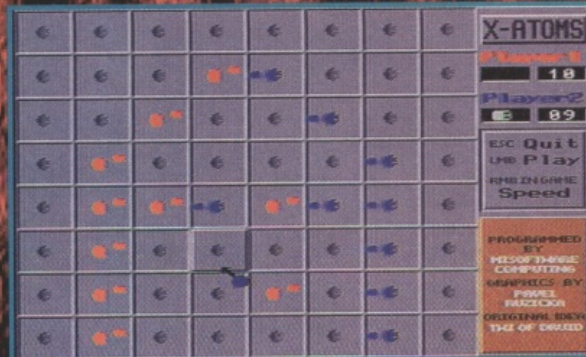
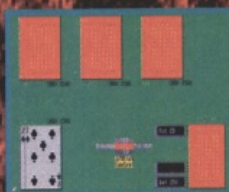


X-ATOMS

Okay, I admit I don't really know where the inspiration for this game came, but it looks interesting and if you can get to grips with the rules, it's a nice two-player board-game variant. Using the mouse, you have to click on a section of an eight by eight square board, building up the power of your spinning balls so they explode and take over squares nearby. I'm told there's some strategic technique to this; it'll probably suit those relishing the thought of figuring out such a technique.

PONTOON

No prizes for original titles, *Pontoon*'s an unashamed crack at 21s game. Personally, I prefer the bright lights (or even smoky, poky rooms) of real casinos, since gambling games on a computer rarely stimulate. This is no different, although the set-up, with three computer players and the option to buy a new hand, do help to keep the interest level high.



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1:A STROLL IN THE BLEAK FOREST

■ **Zenobi Software**
(Licenceware)

These two games are a bit of fun sent to us by Zenobi for review. They star Bart Bear, a tenacious teddy, in a couple of humorous little Spectrum ports.

Bart's having problems with the Mega Brain, who's mind-warping onto strange worlds, such as Verdunian 7, bringing Bart with him to face the horrors awaiting. The Mega Brain's contemplating it's next move and the eventual destruction of mankind. It's up to Bart to save the day, but there's not much time left, especially for a slow-mover like this young bear!



2:JUST ONE OF THOSE DAYS

Both games can be controlled by the cursor keys, the mouse or by Kempston joystick (remember those, nostalgia buffs?). Bart moves



around each world trying to avoid the baddies inhabiting it. He's got a limited supply of bubbles to fire at the baddies, but they're not really that effective, to say the least!

The games are just a tad slow on the A500, although they're a bit more playable on the A1200. Originally on the flipside of major releases, nobody's claiming they're anything special. However, at only £2.49, with two cartoon-strips thrown in on the disk for good measure, they may bring a smile to your face.

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golf game on the Amiga" - THE ONE AMIGA

amiga

FORCE

Playing Tips!

Welcome to yet another selection of tips, players' guides and cut-out and cheats. There's no rest for tips boys, y'know — it's work, work, work and the pay's a bit dire too. But we treat them well, promising that, one day, we'll let them review a game... NOT!

Addams Family	77	History line	79
Airbus 320 USA	72	Immortal	79
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Graham Gooch	79	Syndicate	79
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Hagar	79	Xenon	79

64 ELITE 2

The first, the only, the definitive beginners guide to *Frontier*, one of the finest games ever created!

70 MICRO MACHINES

Ah, this is what we like to see — obviously, some poor fool has been slaving away for hours, piecing together maps and tips to help those who have trouble with their miniatures. The maps are big, brash and bold, and the tips will have you storming to the front of the grid. Never will you need to look at a Micro Machine and question your worth again (You're running out of ideas aren't you? — Ed).

PINBALL DREAMS

Maps, tips and guides galore — become a pinball wizard in hours!



HUMANS II HELPLINE

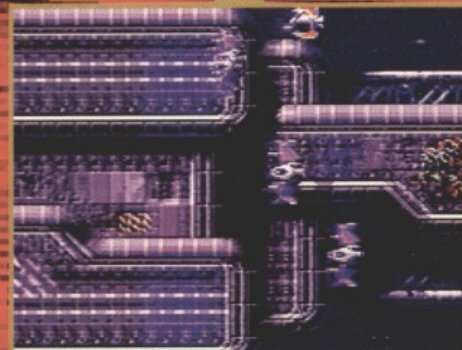
More of humanity's problems solved and thwarted.

66

THE TRIO

The Trio's probably the easiest formation to avoid. They're very deadly, if they catch you by surprise as they're armed with high-powered lasers.

As the name suggests, they appear as three large, slow-moving ships. You meet one at the top, a second at the bottom and the third in the centre of the screen. It's well worth pursuing and obliterating the whole squadron as you're rewarded with a very hefty bonus.



Andrew Braybrook's blast from the Commodore 64 erupts on the Amiga giving the A-FORCE team a worthy candidate for tips. Our players' guide has been put together with loving care and a healthy dose of violent blasting, helping you give those dastardly Dreadnoughts a real whipping!

60

amiga

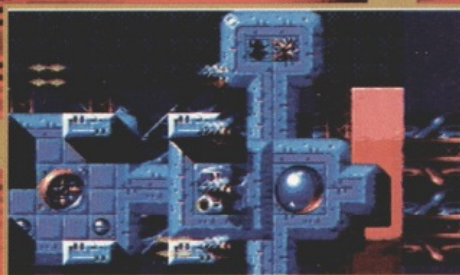
■ JANUARY 1994 ■

URIDIUM 2

Playing Tips!

ATTACK WAVES

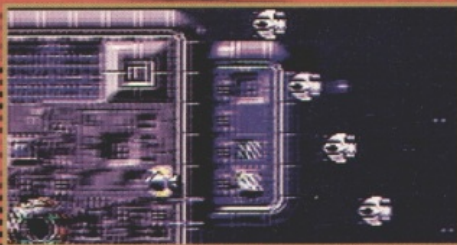
The enemy ships have a variety of attack patterns, all quite easy to avoid. Easy that is, if you know how each type of ship's going to move once it has you in it's sights.



THE WALL

These ships attack in wall-formation building an almost impassable line of ships from the top to the bottom of the screen. The quickest and safest way to pass them's to approach at high speed and shoot one when it gets close. Use the hole in their defences to go safely through.

If they come at you from behind, drop to the bottom of the screen and flip over to take a shot at them. Don't try to fly ahead as they begin a pincer-movement switching over their positions — you usually get caught in the middle with no escape.



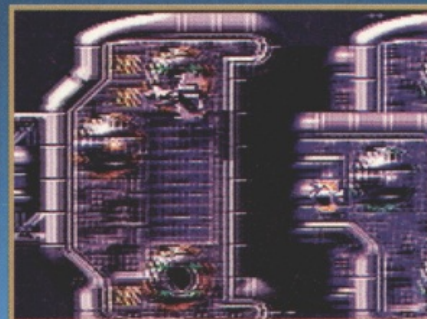
BONUS SHIP

This one's a real mover. It looks like a spinning tripod so whenever it appears on screen, catch it at all costs. Destroying this blighter rewards you with a new weapon ranging from laser-beams to huge smart bombs.



SLOW MOVERS

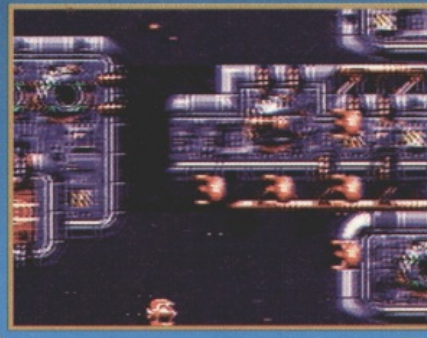
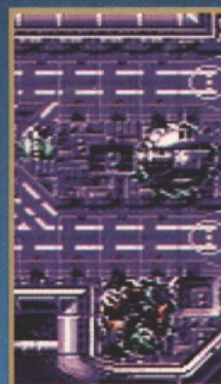
The Slow-Movers are more of a pain than a problem. They travel at a very sedate speed and are easy to destroy with a well-placed shot. However, they become really irritating when you're travelling along the ship at great speed and run slap-bang into one. To avoid them, keep an eye on the radar screen for a slow-moving item.



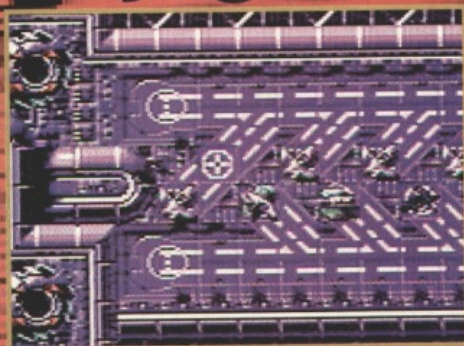
THE ARROW

Arrow Ship pilots are specially trained to make life hell every time they appear on screen. The formation starts as two ships forming the shaft of the arrow and the rest of the team as the flight. They make one slow pass, then return in the same formation before splitting up and flying in all directions.

The best way to tackle these manic fliers is to drop in behind them while they're still in arrow formation, then let them have it with everything your ship has in it's arsenal. This should wipe them out before the formation has a chance to split.



Playing Tips!

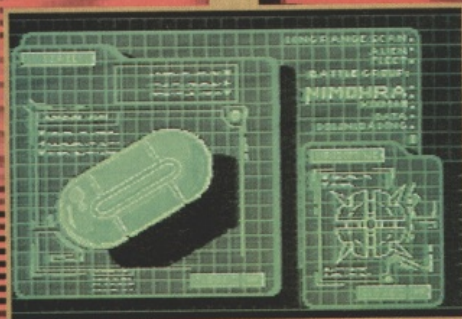


ULAMIUM

The Uliamium Dreadnought's more of a training level to familiarise with the fighter-controls. When approaching the ship, stay low to avoid the active gun-emplacement positioned at the top. Stay on the move to avoid attracting mines from the many launchers placed along this very bare Dreadnought.

Apart from the mine-launchers and gun-emplacements the only other things to watch out for are the many ships cruising along the Dreadnoughts. The bonus ship in this zone drops the laser-weapon once shot.

The landing strip's positioned on the second part of the ship, just above the point where the large battletank's patrolling. Go get that sucker and it's all over.



GREEMION

Things start to get really tricky now. It takes slick flying to negotiate the gun-emplacements on the Dreadnought's deck.

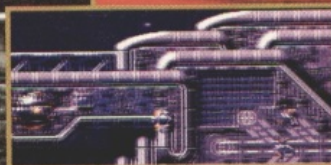
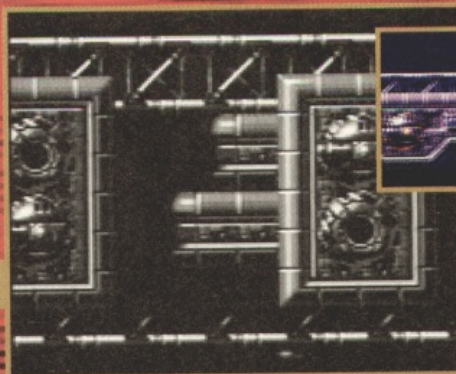
The first line of gunnery-units are positioned at the bottom and top of the ship. After you've successfully negotiated these units by flying through the centre, drop down below the next set of fire-spewing mechanical fiends located in the centre of the ship. As you continue along the ship, watch out for many tanks patrolling around the craft. These can be taken out with a laser-beam.

Halfway along the ship's a large golden block — avoid it at all costs as one touch can be fatal. This is especially important when zooming back and forth across the ship as it does not show up on radar. The bonus ship carries the awesome smart bomb which it destroys everything on the ship's deck when you activate the fire button. Use it sparingly, though, as there's only a limited amount of this outstanding weapon.

THE DREADNOUGHTS

Each Dreadnought has it's own obstacles and pitfalls waiting to catch out the unwary Uridium pilot. However, the A-FORCE squadron have battled for many hours to produce this mini-guide

helping you survive earlier Dreadnoughts. As with all Dreadnoughts, negotiating early defences and finding that all-important landing strip are crucial.



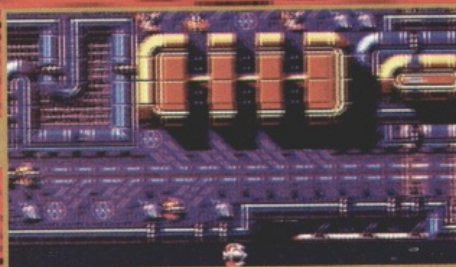
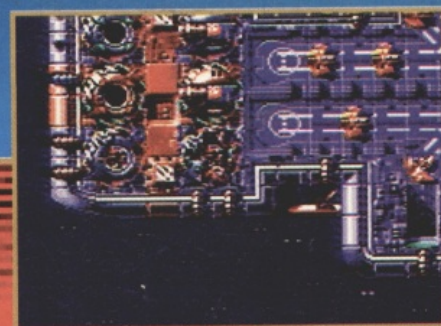
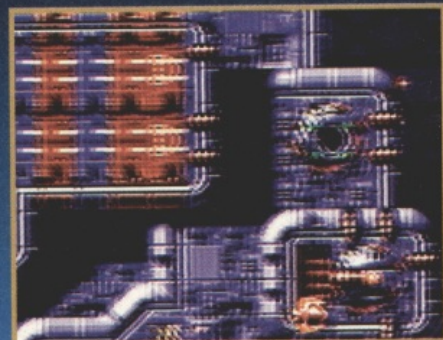
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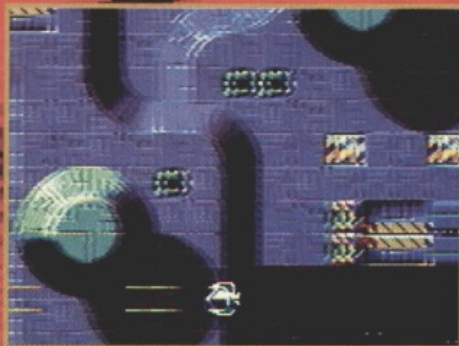
Ormasten's your first venture into the real world of the Dreadnoughts. You need all your wits to survive the many obstacles and aliens!

On approaching the main ship, drop down to avoid being destroyed by the three gun-turrets situated at the top. Once you've passed them, flip back to take them out. After this all gun-turrets are laid out in groups of three, varying alternately from top to bottom.

The biggest problem on this level are squadrons of fast-moving ships zooming in from behind. If you keep varying your movement, not staying on the same level for too long, the ships don't lock onto your craft. Execute a quick loop backwards if you get caught up in their flight-path.

Blowing away the bonus ship rewards you with the bomb weapon. Fly along the ship and use it to take out all enemies parked on deck. The landing pad to access the Central Core for this Dreadnought is on the centre level at the far right edge of the ship.

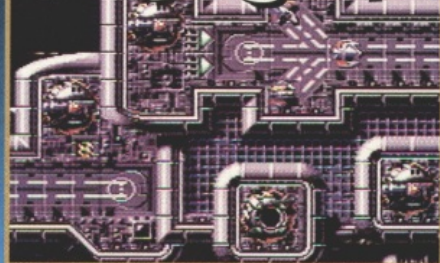




LANDING

Landing's one of the trickier game manoeuvres as it's very easy to blast along the ship and fly over the landing-strip without realising. The best way to safely touch-down's to blast everything in your path until you come to the landing-strip with two green arrows at the end. Once there, wait around blasting anything approaching. Your monitor soon flashes the message 'LAND NOW'. On seeing this, go to the arrowed area and flip your ship over to begin the final approach. Make sure the ship's level and central to the runway, approach it slowly and you soon find yourself in the Central Core.

Playing Tips!

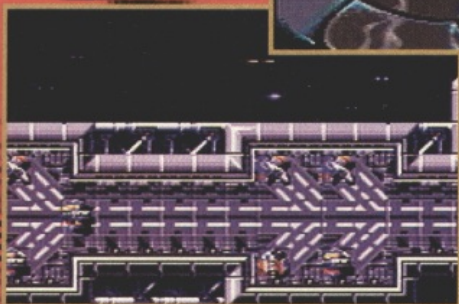
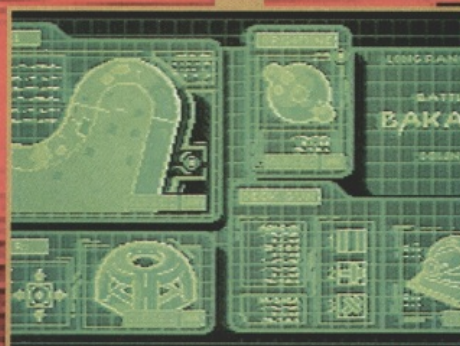
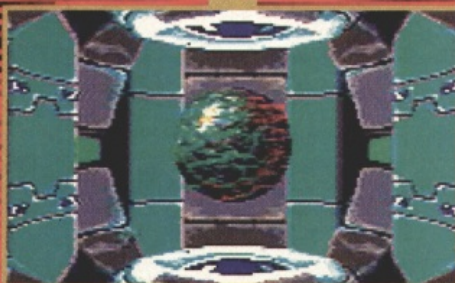


CENTRAL CORE

Central Cores are the same in all Dreadnoughts, taking a fast trigger-finger and slick manoeuvring to survive. The trick's to strike when their radar-controlled shields are farthest away. Stay low and continually pop up, shooting at the central brain. Remain on the screen edge to fool the shields and keep moving from one side to the other.

Each hit on the brain changes the colour — when it's deep red and pulsates the shields fall away. Now's the time for really slick, joystick work as rocks fall from the roof. Avoid these and don't get tempted by the many bonus weapons appearing — trying to get them's suicidal.

Eventually a glowing circle appears — jump into it, transport back to your ship and destroy the Dreadnought.

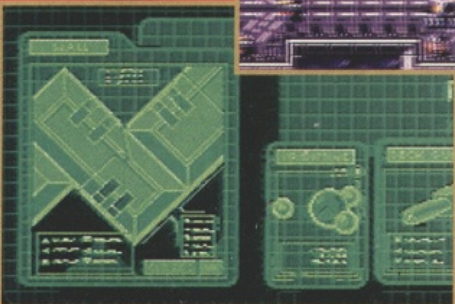
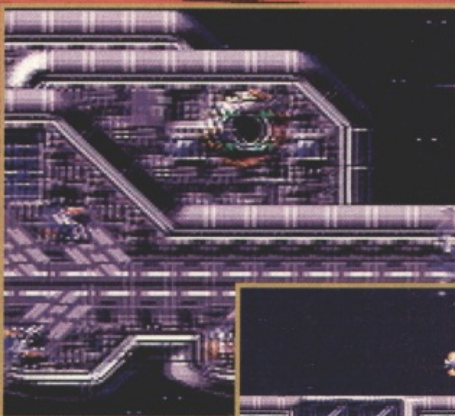


DECK ITEMS

Dreadnought decks bristle with destructible items, the most obvious being gun-turrets. Many are harmless but watch out for those with flashing red lights which launch nasty laser-bolts. They're also the only ones which can be destroyed.

Other destructible deck-items are tanks — ensure you grab the bonus icons they release when killed. Collect bonus icons to keep airborne enemies to a minimum and try taking out enemy craft before they've a chance to leave their launch-pads. The only deck-craft you can shoot are those taxiing along runways.

Of course, collecting the bomb weapon from a destroyed foe allows a strafing run along the deck, dropping hot death onto every item. Be careful, though, as the bombs tend to dry up just as you get right into the thick of the action.



HOMING MINES

Possibly the most irritating machines ever devised. They launch from various Dreadnought emplacements, tracking your ship until they hit. It's not really possible to outrun them as they've greater speed than your craft.

The only way to get away's to outmanoeuvre them, achieved by waiting until one locks onto your ship. Accelerate forward before looping back up to the top of the screen. Repeat this process back and forth across the screen until the blighter gives up the chase.

Keep an eye on the radar, ensuring you don't run slap-bang into any oncoming ships.

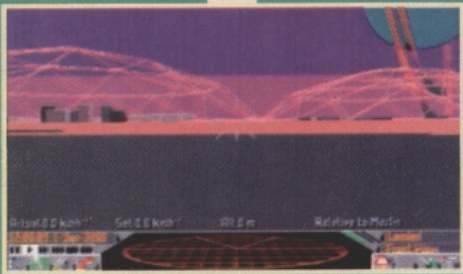


Playing Tips!

Possibly the most explosive and demanding game ever seen on the Amiga, *Frontier's* concept of space travel and trading may well get the better of those new to interplanetary market forces.

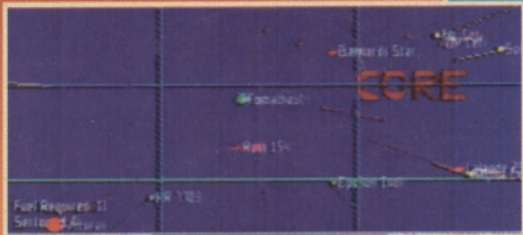
Starting Off

There are so many ways to play *Frontier* it's impossible to list them all. However, there's one technique that allows you to slowly build up credits and eventually purchase a ship capable of moving masses of cargo and plenty of people too. These tips assume your career commences in Ross (the recommended starting position).



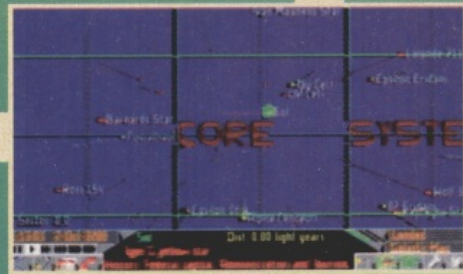
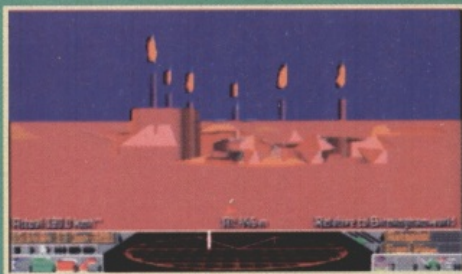
First Stop — Fomalhaut

There's a useful and quick mission right at the start allowing you to gather some serious credits. Use the bulletin board and talk to the person who needs a package taken to Fomalhaut. Make sure you travel to the desired planet via Lataille.



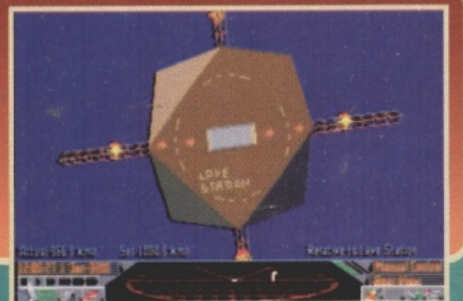
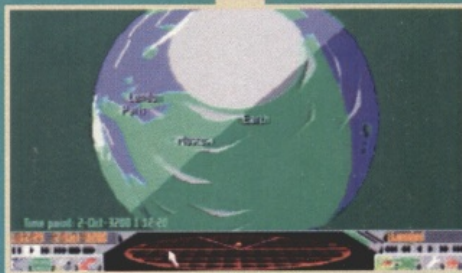
A BEGINNER'S GUIDE

From the Pete Beale barrow-boy lifestyle of the fruit 'n' veg. salesman to the hi-tech yuppy existence of a robot trader, there's a few hard and fast rules to learn if you're to survive long enough to get rich. And how about allegiances? Joining up with the Federation may sound like a cosy number, but the Empire boys are watching, with the Mafia not too far behind. Ah, for a life on the Milky Ways...



Sightseeing

Your first goal's simply to accumulate as much money as possible; the best way to do this is to deal between two corresponding systems, serving the needs of one by using the major supplies of the other. We plumped for Bernard's Star and Sol, taking computers and robots from one and returning with animal meat and luxury goods to the other. It takes some time before you're dealing in robots and luxury items, so a little patience is called for!



Item	Count	Value	Count	Value
KX13 Dining Pina	10	10	10	10
KX13 Promising Pina	10	30	10	30
KX130 Hounding Pina	50	50	50	50
LV113 Sonnet Pina	30	70	30	70
Starb Nerdaps	100	80	80	80
Atmospheric Shielding	200	100	100	100
Laser Landing Detector	800	300	300	300
Crash Bay Life Support	400	500	500	500
Scanner	800	500	500	500
1704 Pulse Laser	800	800	800	800
Water Poppers	1000	900	900	900
E.E.M. Ingolien	1200	1000	1000	1000
Automated Pilot	1400	1200	1200	1200
Extra Passenger Cabin	1500	1000	1000	1000

Buttons: 0, 6, 20x16, Go Back

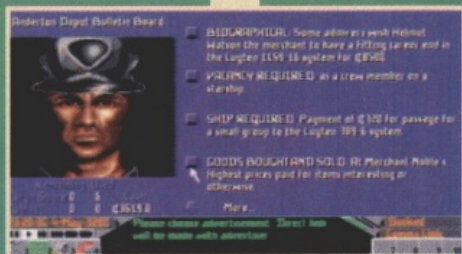
Making Cargo Space

ELITE

ELITE II

Bulletin Board Bartering

Before parting with your cargo, always take a peek at the bulletin board messages in case someone's after your goods and is willing to pay above market value. Get lucky a few times and you're well on your way to that new ship!

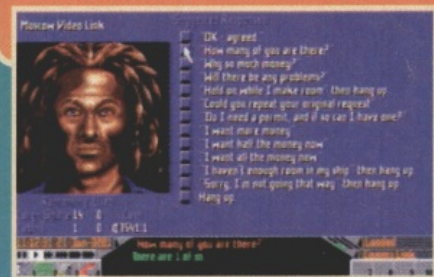


Taking on Missions

While it's a good idea to take a few packages here and there, try not to deviate from your normal path.

One of the best missions we came across involved ferrying a package to Lalande 21185, which looked easy enough, yet there was an assassin following our every footstep. Try not to take on such missions until you've blown a few of the weaker pilots out of the sky.

Later on, look for taxi missions where you simply take a client from point A to point B. Whenever you come across one with decent pay, fit an extra passenger cabin; when the mission's over, sell it back to the Shipyard so you can transport large amounts of goods again.



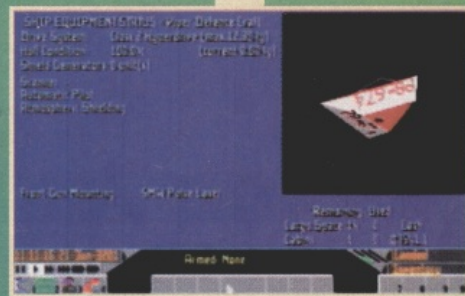
Anderton Depot Shipyard



Playing Tips!

The Next Step

Using the methods below, you can eventually get together enough money to purchase a Cobra, allowing you to carry more cargo and equipment. You could choose to carry on, building up enough cash to buy a more powerful craft; whatever you do, don't forget to save your game at least every other time you land at a planet or complete a mission!



Swearing Allegiance

Since you're in a Fed-dominated area, it makes sense to join up with them (for now). Try to choose missions with a long time frame. Until you get a better ship, your travels take in a few hyperspace jumps using up weeks of game time, as well as days actually reaching the planet within a system.

It's not a good idea to travel to Alpha Centauri because of the amount of travelling time required to reach a planet.



COMBAT

One of the most difficult problems facing a novice player is combat — the ships move much faster than in the original *Elite*, so even getting a shot in can seem almost impossible.

The first thing to worry about is getting the ship in your targets. There are two ways of doing this, both requiring you to click on the enemy so he's actually targetted. You can do this while the game's paused, allowing you to get him on-screen first — hit the ESC key then click on the ship using the mouse.

Once he's targetted, you can either use the autopilot to keep him there or set the preferences so there's a tunnel leading to him, making manual aiming a lot easier.

A word of warning — if you use the autopilot, make sure you turn it off if he's 0.5 km or less away from you, or you smash into him! Instead, fly away so he's about 10km behind



and then switch on the autopilot. In the game's early stages you only need to land between five and ten shots to defeat an enemy, and this distance proves sufficient.

It's not advisable to use this technique should you come across an assassin, since you're also an easy kill and

you'll get blown out of the sky if you aren't careful!

NEXT MONTH — The advanced players' guide!

Playing Tips!

PINBALL

Pinball Dreams has established itself as one of the greatest pinball games ever released on the Amiga. With its outlandish tables, packed with an extensive range of bonuses, it's a game ripe for an **AMIGA FORCE** players' guide.

TABLE 1 - IGNITION

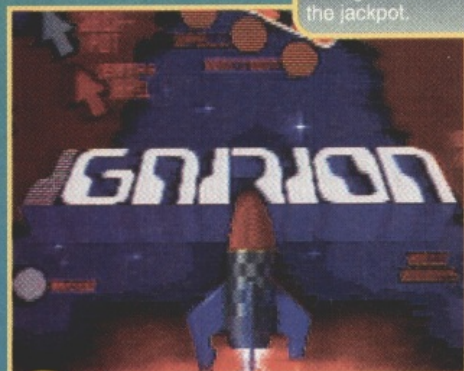
The Ignition Table is excellent for beginners as they can rack up large scores.

Don't over-concentrate on lighting the word, 'IGNITION', as it can cost you many lost balls! It's much easier to light 'FUEL AND LIGHT' to increase the tally.



Illuminate each fuel light and propel the ball through the left chute to pick up a bonus. The more times you light fuel, the further your craft travels and the bigger the bonus.

Hit each of the three lights to add an extra letter to the 'Ignition' word. Light all the word and launch your ball through the left chute to receive the jackpot.



Flip the ball from the right flipper's tip to fire it up the left chute. Launch from the flipper's centre to send the ball sailing up onto the middle ramp.



Every time you roll the ball up the left chute, it increases the ramp value up to a total of ten million points.



DREAMS

Playing Tips!

It's back to the days of steam in the old West on this train-based table. Steel Wheel's an easy chance to rack up huge bonuses. It also contains wide open spaces, allowing the ball to get up real speed.

TABLE 2 - STEEL WHEEL

Illuminate the letters spelling 'Warp' to boost bonus- multipliers by up to eight. Every time Warp's lit you're awarded one million points. On launching the first ball, one Warp letter flashes as a skill shot. Rolling the ball over it awards a cool million points.

Use flippers to cycle the letters so your ball hits an unlit one.



One very handy, but tricky, bonus is gained by landing the ball in the top ball-trap. It starts a roulette game rewarding you with anything from bonus points to an extra ball.



Roll the ball over arrows to collect up to 20 million points each time. Light up all three arrows to increase your score-multiplier to a total of seven. As with all tables, use the flippers to make your ball ignite an unlit arrow.

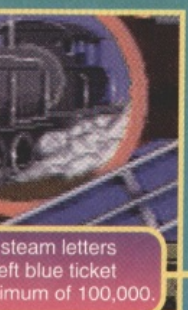
Strike every light letter to activate the central ramp. The first time you roll up the ramp an extra ball's awarded. From then on, you score five and ten million respectively.



Send the ball up the left ramp to be rewarded with whatever value's showing on the left blue tickets. The easiest way to get the ball up the ramp's to fire it from the right flipper's tip.



Another extra bonus is gained by sending the balls around the left and centre ramps within five seconds of each other. The score for this? A cool one million points!

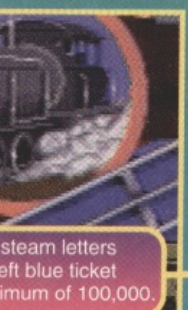
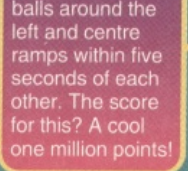


Illuminating all steam letters increases the left blue ticket price to a maximum of 100,000.



Rolling the ball through this very tricky right chute scores ten thousand points and enables the next 'Sun' light. Illuminating all 'Sun' lights gives a double bonus.

The easiest way to get up this chute's to launch the ball from the left flipper's tip.

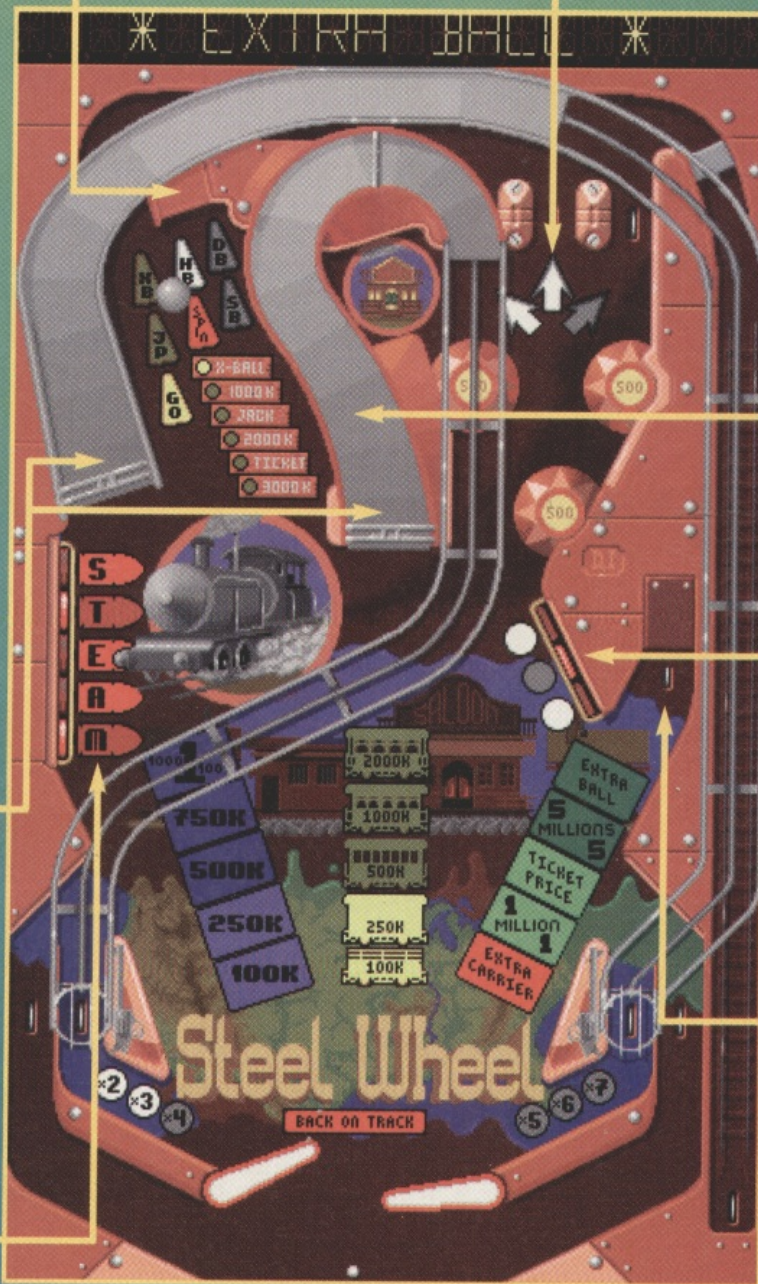


Making a circuit of the centre ramp allows you to collect the points shown on the central yellow trains. A simple way around this ramp's to hit the ball from each flipper's centre.



Activating the three lights to the right enhances the price shown on your right green tickets. These also provide bonuses up to an extra ball.

To collect the bonus value shown on the green tickets, flip the ball backwards from the right flipper so it enters the ball-trap on the right wall.



Playing Tips!

TABLE 3 - BEAT BOX

Enter the high-flying world of the record industry on the fast-moving Beat-Box table. This table's a lot smaller than the rest. Don't be fooled by its size, though, as it's very tricky keeping the ball in play. It's definitely not one for beginners.



Send your ball up the left ramp to pick up various tour option bonuses which you've lit.



To light up the green arrows, you enter the left tunnel. Each time you enter, an arrow's illuminated. Light all three to activate the far left tunnel to serious bonuses.



Activate each dollar light on the left. Every time you light the set, the tour lights increase by one country. Getting the World Tour icon also enables the jackpot.



The multipliers on this level are very tricky to reach. They're the three stars in the top right corner of the table. To get to them, fire the ball up and round the left ramp.



Shoot your ball into the right tunnel to activate green icon buttons up to the movie icon. To collect the bonuses you've racked up, send the ball round the ramp directly to the left of the tunnel.



There are two red targets in the game used to activate the charts and allow your climb up to number one. The left target enables the European charts while the right sets in motion the US charts. Hit each to enhance your chart position by one place every time. Reaching the number one chart position rewards you with five million points.



A very tricky bonus position to reach is the ball-trap. To enter, flip the ball back up into it from the right flipper. Once inside, you're rewarded with everything from a Double Bonus through to the Jackpot and Megahit.



Playing Tips!



Nightmare's the most fun table to play. There are plenty of bonuses to be had and targets to hit. Aim in the main for Midnight, since reaching it adds huge bonus points to the tally.



Multipliers are at the top of the table and spell out the word 'Die'. As with all others, adjust them using the flippers to make the ball hit an unlit icon. If you knock the multipliers up to a hefty multiple of ten, you receive an extra ball.

If your left bonus path's flashing the extra hour icon, shoot the ball into the top ball-trap to move one hour closer to the all-important hour of midnight.

TABLE 4 - NIGHTMARE

Firing the silver ball round either ramp advances the clock one hour closer to midnight.

When it finally strikes, fire the ball along the ramps as many times as possible. Each time you successfully negotiate a ramp, you receive five million points, although you must do this before the timer at the top of the screen reaches zero.



Light each target on the left rack to add an extra icon to the left bonus path. These bonuses can be anything from an extra hour to ten million points.



To collect items from bonus paths, shoot the ball along the tunnels located directly above each path.

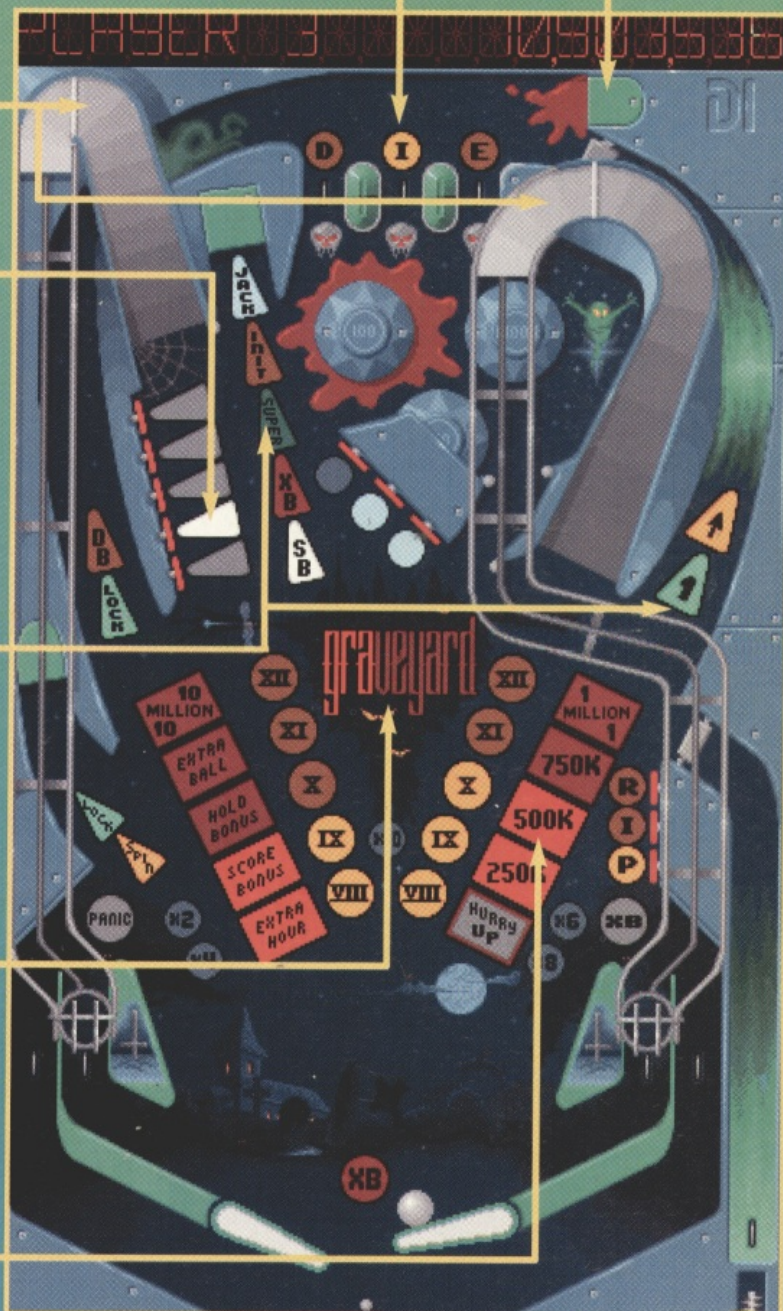


Illuminating every letter of the word 'Graveyard' sets into motion the mystery spin-machine. It stops at random to reward you with one bonus item from the table.

To light 'Graveyard', hit each target to activate the word 'R.I.P'



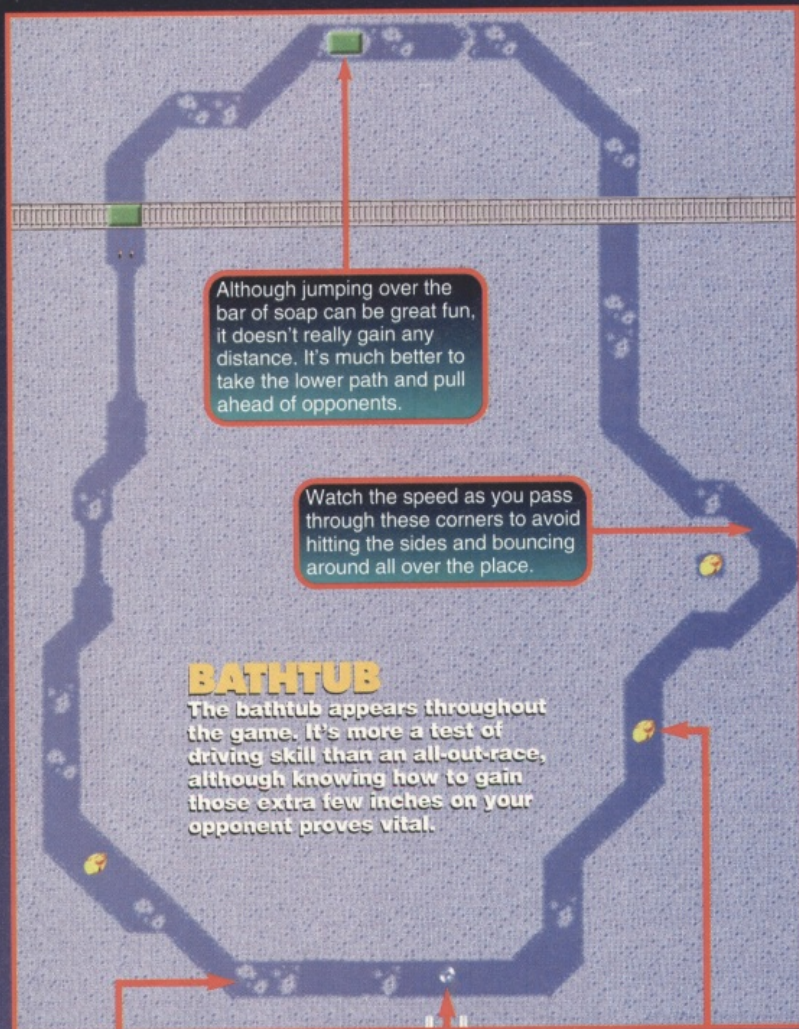
The right bonus path only contains bonus points. To activate these, you need to light up all three targets in the right rack.



Playing Tips!

Micro Machines is the wildest and wackiest race game yet to hit the Amiga. The key to success in this mini-marathon's to know each course-layout. To further your racing ambitions, the A-FORCE crew have compiled this helpful set of maps, guiding you through the many pitfalls of miniature-racing.

MICRO M



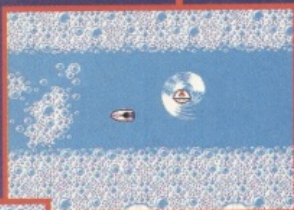
Although jumping over the bar of soap can be great fun, it doesn't really gain any distance. It's much better to take the lower path and pull ahead of opponents.

Watch the speed as you pass through these corners to avoid hitting the sides and bouncing around all over the place.

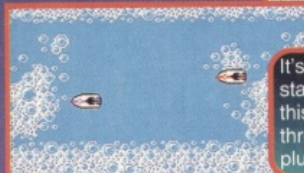
BATHTUB

The bathtub appears throughout the game. It's more a test of driving skill than an all-out-race, although knowing how to gain those extra few inches on your opponent proves vital.

Choose the route through the smallest group of bubbles as they slow you down and cost precious seconds.



It's down the drain if you don't stay on the lower path along this straight. Maintain full throttle to avoid the pull of the plughole.



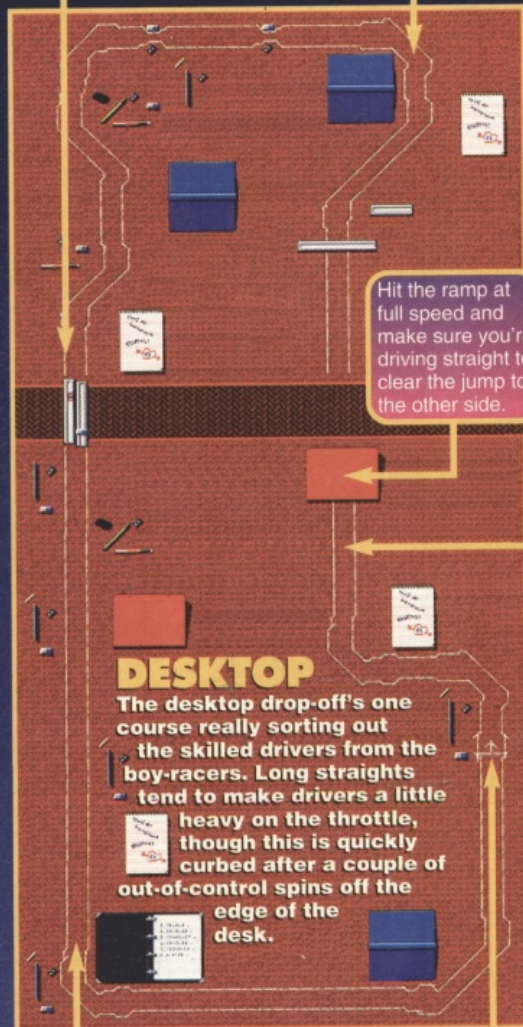
Dodging the two ducks is a real pain, although they can be advantageous by using the bump-technique on opponents.



Make sure you're on the left (driver's right) of the track as you approach the ruler-bridge, preventing a rather abrupt end to your driving career as you hit the rubber.



Slow down and take a tight line around these corners, otherwise you're likely to slip over the edge.



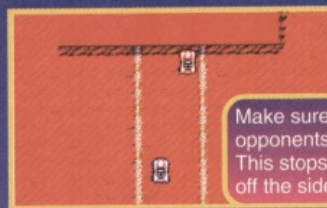
Hit the ramp at full speed and make sure you're driving straight to clear the jump to the other side.

DESKTOP

The desktop drop-off's one course really sorting out the skilled drivers from the boy-racers. Long straights tend to make drivers a little heavy on the throttle, though this is quickly curbed after a couple of out-of-control spins off the edge of the desk.

Start to turn when you see the top of the filofax, stopping you flying off the edge of the desk into oblivion.

Your start/finish-line's located here. Try to pull away from the start to gain first place and cut the corner to get a decent lead.



Make sure you're clear of other opponents along this straight. This stops you being pushed off the side of the book-ramp.



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MACHINES

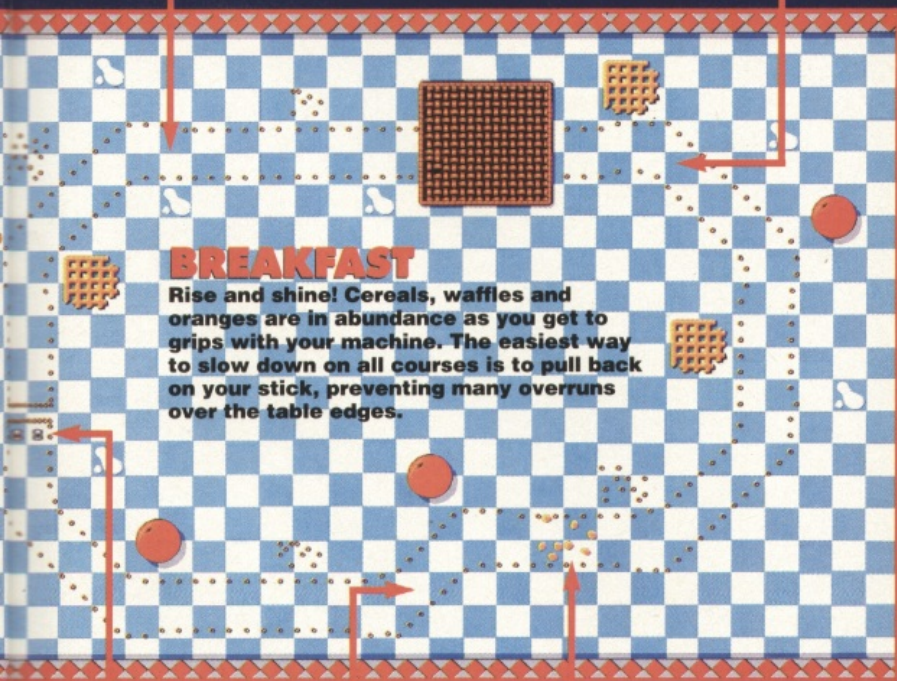
Playing Tips!



Throttle up to full along this straight to gain distance as you jump over the place mat.

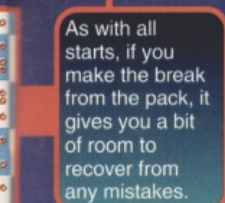


Keep your speed at full throttle as you leave this corner to fly straight through the next set of corners without any problems.



BREAKFAST

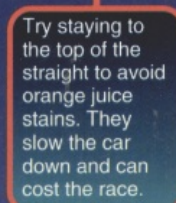
Rise and shine! Cereals, waffles and oranges are in abundance as you get to grips with your machine. The easiest way to slow down on all courses is to pull back on your stick, preventing many overruns over the table edges.



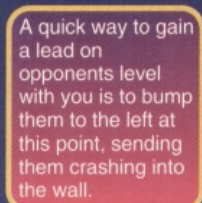
As with all starts, if you make the break from the pack, it gives you a bit of room to recover from any mistakes.



It's another straight which you take with care to avert flying off the table.



Try staying to the top of the straight to avoid orange juice stains. They slow the car down and can cost the race.



A quick way to gain a lead on opponents level with you is to bump them to the left at this point, sending them crashing into the wall.



The heater's a real pain if you don't know how to handle it correctly. Until you're familiar with the course, go around the left of the heater. The more confident can hit full throttle and pass along the right. Maintain speed or the air blows you into the wall.

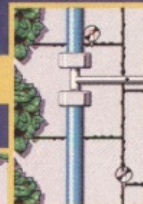
The best approach to pull ahead of opponents is by bumping them into jets of water from the broken pipes. You send them spinning off the track!



GARDEN

It's time to take to the air in the Chopper Level as you fly around a beautiful rose garden. However, life's not all a bed of roses with leaky water-pipes and vicious heaters. This is one garden you're glad to escape.

Your start-line's situated at this point. As soon as you begin, try to get across to the inside of the first corner for a good racing-line.



After negotiating the pipes, it's pretty much plain-sailing through to the finish. Make sure you don't get too relaxed over cornering or you could end up at the back of the pack.

Playing Tips!

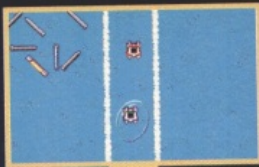
Yes, you guessed it! It's the start-line and another course where you can gain the advantage by hanging back at the start, allowing a faster racing-line through the first corner.



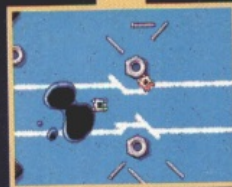
If you maintain full throttle and keep to the bottom of this straight, it's possible to successfully negotiate the corner at top speed.



This is where problems really start. The super-glue's a real pain, as it slows down any vehicle passing through it — almost to a complete standstill!



As you approach this narrow track, try to bump any nearby opponents off the track into the nuts at the side.

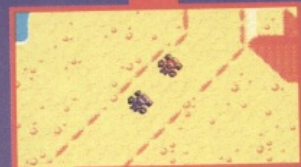


Oil patches dotted around the course are not a major headache. Hit them at full speed and they're easy to pass through without losing too much speed.



Make sure you hit this ramp at top speed and in the centre, or it could be an early bath!

SAND BOX
The Sand Box's great fun. When you've finished building sandcastles, try your best to avoid the spade and deadly water-pits as *Micro Machines* goes off-road.



Don't worry about speed along here. If you hit the castle at full throttle, with your car at an angle, you can use the speed to ricochet off the castle and along the next straight.



If you hit the first lump of sand with enough speed, you clear the second and get ahead of opponents.

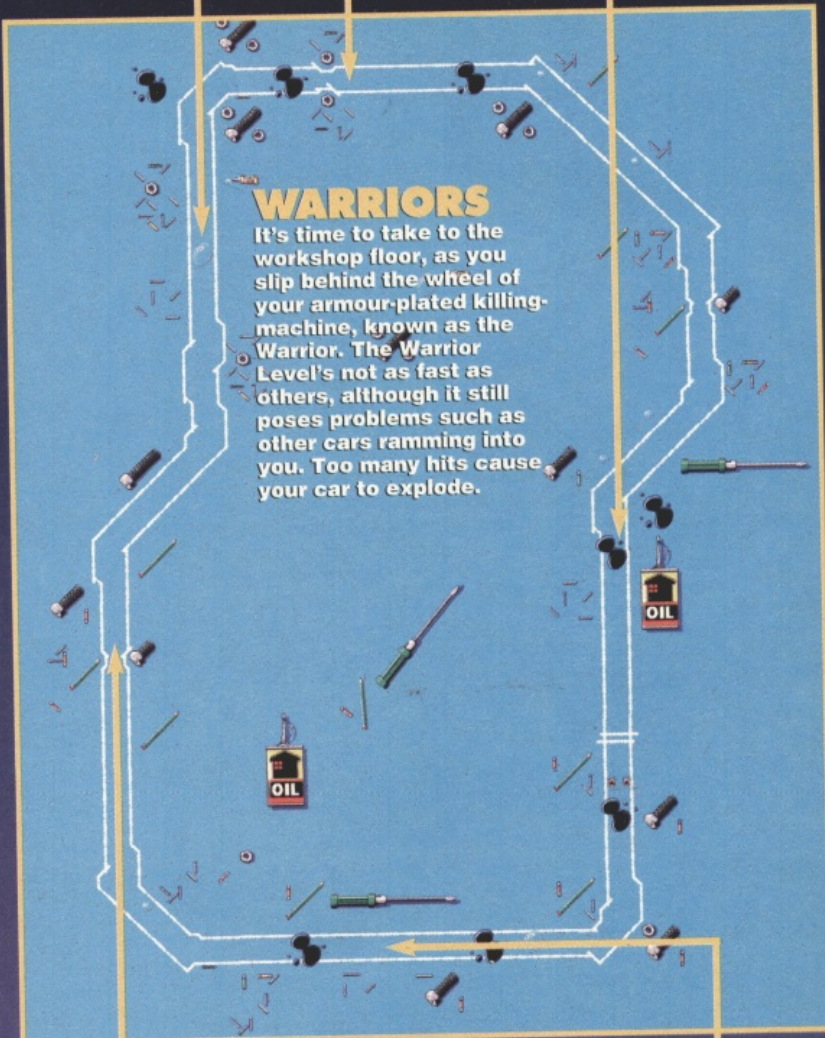


This is another point where you can knock opponents off the track into the obstacles at the side — very useful if you're stuck in the middle of the pack.

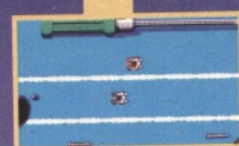


WARRIORS

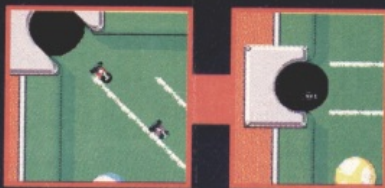
It's time to take to the workshop floor, as you slip behind the wheel of your armour-plated killing-machine, known as the Warrior. The Warrior Level's not as fast as others, although it still poses problems such as other cars ramming into you. Too many hits cause your car to explode.



After you've gone through the first oil patch, pull off the track so you're driving parallel. You then miss the next drop of oil and the large patch of glue behind it.



4. Don't hit this playing card too fast or you could fly off the table-edge. Stop accelerating as you're halfway up the card for the best result.



3. Head straight down this pocket, remembering to stay at full throttle as you disappear. You gain a flying start as you launch out of the top pocket.



1. If you slow down and stay to the inside as you approach this corner, it's possible to land a well-placed shot on opponents as they overshoot

Playing Tips!

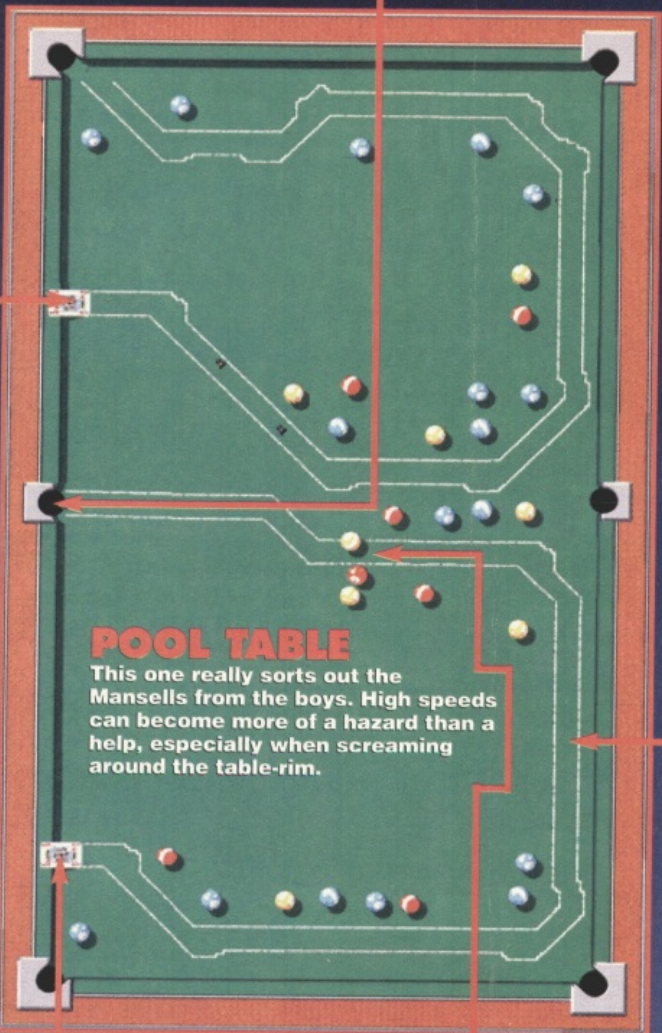


2. The draughtboard can really slow you down if you're not careful. The quickest route through is to move straight down the centre until you reach the two white pieces. Move diagonally in between them and continue off the board.



POOL TABLE

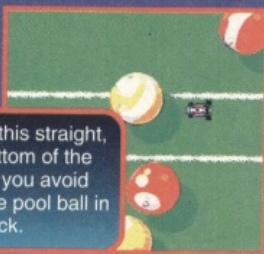
This one really sorts out the Mansells from the boys. High speeds can become more of a hazard than a help, especially when screaming around the table-rim.



Make sure you go down the centre of this card, as dropping off the sides causes the car to explode.

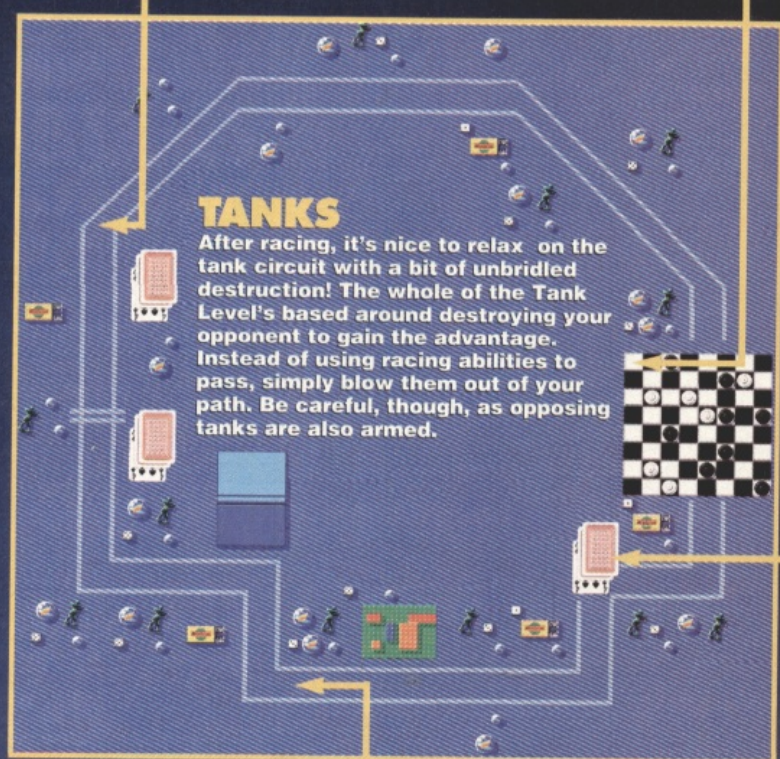


As you travel along this straight, try staying at the bottom of the track. By doing this, you avoid getting caught by the pool ball in the middle of the track.



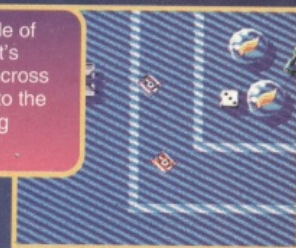
TANKS

After racing, it's nice to relax on the tank circuit with a bit of unbridled destruction! The whole of the Tank Level's based around destroying your opponent to gain the advantage. Instead of using racing abilities to pass, simply blow them out of your path. Be careful, though, as opposing tanks are also armed.



Unlike other courses, it's best to hang back a little at the start, allowing you to cut through faster on the approaching corner.

Stick to the inside of this corner and it's possible to cut across diagonally right to the finish-line, saving precious time.



If you're too close to an opponent to hit them with a shot, this is the perfect opportunity to bump them off the course and into the playing cards.

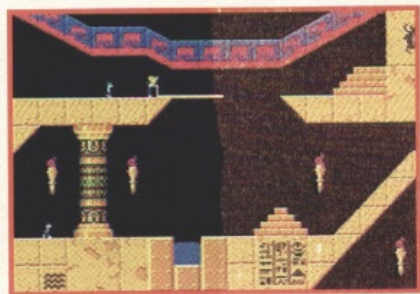
Playing Tips!

Lemmings™ Lifeline

This month we delve into **Lemmings 2: The Tribe**, focusing on the far and mystical East to solve the **Glued to the Goal** level in the Egyptian Zone. Our second venture into the territory of suicidal rodents takes us to the strange and mysterious **Shadow Level**, known as the **Land of Oz**. Remember, if you're stuck on any level from **Lemmings**, **Oh No!**, **More Lemmings** or even **Lemmings 2**, write to: **Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Please remember we need the level you're stuck on as well as the level code.

1

When your first top-level Lemming reaches the platform edge to his right, turn him into a glue-dropper, building a bridge across the abyss.



GLUED TO THE GOAL

Egypt Level

This level has three doorways from which the little green thugs are released. Use glue-throwers wisely to get all three Lemming gangs safely through to the exit.



LAND OF OZ Shadow Level

Unfortunately, some rodents are sacrificed allowing the rest of the team to survive. Flame-throwers are your greatest asset. You have enough to finish the zone, but use them sparingly.

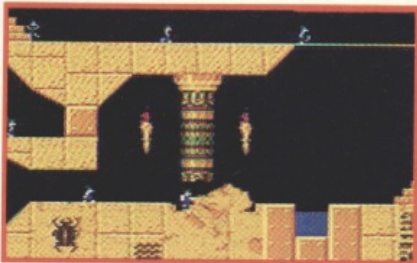
1

As soon as the first Lemming reaches the slope, let rip with a flame-thrower, burning a pathway under the crusher's pressure switch. Just before he leaves the first pit, unleash more hot fury to get past the next switch.



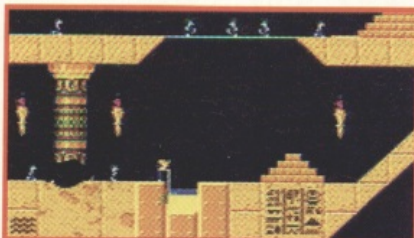
2

It's down to the bottom level for the next move. Here you turn the first little green-haired geek into a flame-thrower to burn through the column to the right.



3

As soon as he reaches the water-filled pit, turn him into a glue-dropper pouring his sticky load into the water. Get the next suicidal little freak to do the same and repeat the process until the pit's filled.



Playing Tips!

4

After crossing the water you come to a seemingly impassable pit. Drop another load of glue and begin building a bridge. When the first Lemming crossing the newly-formed bridge reaches about halfway, get him to drop more glue, continuing the bridge to the far side.



5

On reaching the upward slope, convert one Lemming into a platform-builder, creating a bridge to the left. The first little guy reaching the pedestal burns through it opening the pathway to the exit.



6

It's now just a case of guiding the rest of the gang safely to the exit. The team from the top doorway can burn through the two walls with the aid of a flame-thrower.



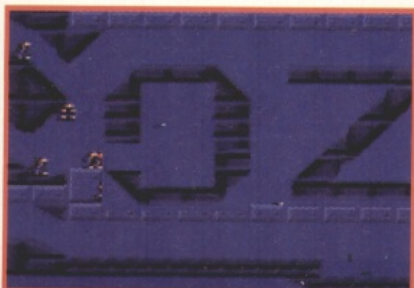
7

The guys from the middle doorway blaze through the metal block to the right. You need two flame-users to burn a safe pathway under the solid block.



2

When you reach the blocks spelling the word OZY, burn a path to the inside of the first letter.



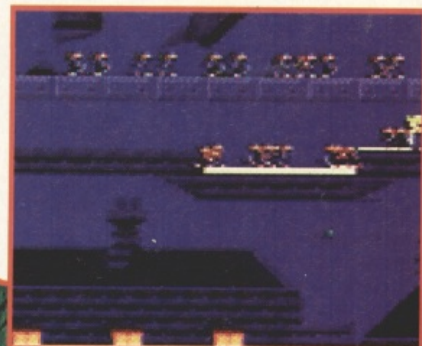
3

Use another flamer to incinerate the letter's right side, allowing you to burn through the bottom of the next two letters and reach the level below.



4

After dropping off the ledge to the right of the phone box, use a filler to top up the large pit enabling you to continue to the right.



5

Use another filler as you pass over the sloped block. This covers the switches activating the deadly crushers above, permitting you to pass safely.



6

Fill the last pit with another filler-dude to cross the last obstacle to the exit.



HUMAN 2

THE JURASSIC LEVELS

It's time for more Jurassic-japery with those Cro-Magnon cretins known as the Humans. After last month's massive amount of levels, we present for your delectation solutions for levels 11 to 14.

13

Upon starting, build a tower to collect the spear. Drop it off the right edge of the ledge. Once the spear touches ground, climb the next ladder retrieving the rope from above.

Throw the spear across the large pit allowing the poor, lonely human to vault across to the rest of the gang.

Use the rope-carrier, hauling the team up onto his level before working your way to the top of the ladders. Leave one man on the pressure-pad next to the ladders to remove the log from your path. Now use ropes and towers taking the remainder up to the top right ledge. Hurl your spears at the Dinosaur, sending him to an early grave, and collect the spear. Use the weapon to bound across to the exit.



11

Turn your first man into a rope with the witch-doctor's help. Next, build a tower up to the left ledge and get two of your team to climb onto the Pteranodon's back. While your men are enjoying the flight, get them to build a mini-tower so you can step off to the left and grab the spear.

Return all your team to the bottom level and use the old tower and rope trick to mount the ledge on the right. Work your way up to the very top ledge, then use the spear, vaulting across to the left. This is where you find the all-important torch. Throw it back to the right and vault after it. Use the torch to burn the nice-looking little bush on the right, clearing a path for your team to follow.

Use one of your men as a tower to access the large outcrop of rock. Next, lower a rope off the right of the rock, allowing one of your team to climb down and touch the exit block.



way up to the top Dinosaur ledge. While on your journey, remember to collect the fire. Also, launch three spears to waste big old Rex. Use ropes and towers, lowering your team down into the pit and out the other side to confront an irritating thorn bush. Burn it with your torch before taking a short hop, skip and jump to the exit.

12

Your first job's to take the human, furthest right, up the ladder and collect his spear. Now bring the top man down to get his hands on the other spear. Take them both to the bottom left and use the rest of the team to build a tower up to the spear on the ledge above.

It's time for more tower-building as you undertake serious construction work to reach that vital rope. Use it to help the remainder of the team work their

way up to the top Dinosaur ledge. While on your journey, remember to collect the fire. Also, launch three spears to waste big old Rex. Use ropes and towers, lowering your team down into the pit and out the other side to confront an irritating thorn bush. Burn it with your torch before taking a short hop, skip and jump to the exit.

14

Grab the spear next to the furthest right guy and spring to the centre platform. Throw the spear across, moving the team to the far left. Build a tower to grab the rope above. Next, move the crew back to the left and scale ledges, using the rope-tower technique. Grab the spear you find there, then go left across rocks, lowering a rope down and throwing two spears to kill the Dino.

After grabbing the spear and flame there, return to the rest of the bunch and throw the flame to the right ledge. Follow it by vaulting with the spear and work your way to the ladders on the right, remembering to throw the flame ahead of you at all times. Climb the ladder and burn the bush before using the throw-and-follow technique to move left to the next bush. Torch it, clearing a way through to the lovely young maiden and successful completion of this level.



TIPS BITS

Playing Tips!

Welcome back again to the section of the mag which is written by the readers for the readers. Having trouble with a game? Then fear not, send your problem in to us here at *Tips Bits*. If one of the A-FORCE team cannot help you in your hour of need, then one of the many readers may be able to put an end to your worries.

Remember the best tip each month will be rewarded with a free 12-month subscription (if you already have one, then we'll extend it). Don't worry if you are not hailed as top tipster, as we put all the other helpers into a hat and reward one of them with a subscription as well. So get writing to: **TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

JAMES POND

Qa After reading your fab tips book in issue 12, I found two more secret tunnels in *James Pond*. To find the first, which is in Level 1, you have to free all the lobsters then go back to the entrance tunnel, where the water ends, then jump up onto the rock which is out of the water and push down when you are over the green-covered bit. This transports you to Level 11.

The second is in Level 2. Free all the fish, just to the left of the entrance tunnel is a green-covered bit of rock. Push down over this and it transports you to Level 6.

James Mitchell, Luton

Thanks a lot James, we're glad you enjoyed the tips book. If anyone out there knows of a use for the top hat on Level 6, then James would be most grateful if you could let him know!

PRINCE OF PERSIA

Qa ■ HELLPPP! I am stuck on Level 12 of *Prince of Persia*, which I believe is the last level. I've reached the part of the level where I've climbed up about six screens and am stood atop a platform. Above me is a collapsable walkway. It seems the way to go is to try to get on the walkway then proceed to the left.

The only problem is, I can't get onto the walkway. Every time I try to get onto the walkway it falls away bit by bit until I have fallen off the platform I was on, down to my death.

AGHH! Can you sort me out or is there somebody out there who can? Then I'll be able to throw away the sleeping pills.

Jimmy Coleman, Middlesbrough

■ Calm down, lad — I'm sure that somebody out there has the answers to your problems. All *POP* fans should drop us a line if you have the answer to Jimmy's dilemma. The games a stiff challenge yet it's a nut that has been cracked.

CUT OUT CHEAT!

Coupons, coupons everywhere... this month and every month we bring you all the latest hints and tips in easy-to-use, cut-out form! No more searching through old magazines every time you want a cheat, just cut out our coupon.

addams family

ADDAMS FAMILY

crystal dizzo

CRYSTAL DIZZY

balance of power

BALANCE OF POWER

baldy

BALDY

cool croc twins

COOL CROC TWINS

airbus 320 usa



deep core

DEEP CORE

d/generation



globulus

GLOBULUS

■ JANUARY 1994 ■

amiga
FORCE

77

Playing Tips!

TREASURE ISLAND DIZZY



Adrian Broom wrote in to us from deepest, darkest Norfolk with this very handy solution and cheats for that old favourite, *Treasure Island Dizzy*. Thanks for the tips, Adrian — I'm sure a lot of readers will find them very useful!

Take the empty chest and place it by the rock steps. Jump up and kill the fly for a coin on the bridge. Press fire on the bush next to Hookjaws, grave for a coin, kill the high fly for a coin, do not touch the low fly or your controls will be opposite. Press fire on all doorways of houses, some of them have coins, whilst in the tall trees avoid cages, there are three of them.

Press fire on a red rose for a coin, go to heavy weight and use it on the hanging hook. Take the detonator, go left for the snorkel and right for the spade.

Before you enter the water where you started, leave spade and detonator behind, enter water and pick up dynamite. Take the detonator and

place both dynamite and detonator at the blasting area, this will remove the rocks, now take bag of gold. Go back to the water and take crowbar, use it on the rock on the ground. Go down air tunnel for coins.

If you find that you are stuck do not worry, simply type EGGSONLEGS and press "P" to pause the game, now move the joystick in any direction. You'll see that you are free to move anywhere of your choice, now go to the storeman and press "P" to play again, isn't that a lot simpler? Give the bag of gold to the storeman in exchange for a boat, go to the bush at the edge of the island next to the water and press fire for a coin. Use this spade on the grave to gain access to magic water. Use the key on the trapdoor on the floor for entry to secret kitchen. Take brandy, go right and take the golden egg, watch out for that large boulder. Give the egg and brandy to the storeman for a motor and petrol, take them to the boat. Go to the bridge press "P" and go down, press "P" again, now take Hockjaws' treasure. If you go back up through his grave you'll get struck by lightning so you'll need a bible. Give the treasure to the storeman for the ignition key.

If you're stuck for the last coin get eaten by a big fish, there's one in his belly. If you go up into

the sky above the sunken ship you'll see the island in the sky. Now you have all 30 coins get on your boat and visit the taxi-man. Congratulations you've completed the game...

The pogo stick is in the clouds near the tall trees and the flippers are in the clouds above the store.

The "P" tip does not work unless you type EGGSONLEGS....

FLASHBACK



Here is a nifty cheat I discovered whilst playing U.S. Gold's *'Flashback'*. It helps you by letting you walk through walls, doors etc.

- 1 Go right up next to the wall or door.
- 2 Hold down fire.
- 3 Turn the joystick so that you start running the opposite way.
- 4 After about two steps in the opposite direction release fire and turn the joystick back the other way.
- 5 As soon as you approach the door/wall you should start walking through it.

(If you get stuck, hold fire and wobble joystick).

Ian Ruth, Ilford

addams family

Level Codes:

- 2 — 91R18
- 3 — R1R1G
- 4 — R99K&
- 8 — BLJ12



Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!

cool croc twins

Empire

Level codes: 2. TRIAX, 3. DREAM, 4. MUNGO, 5. JANKO, 6. HENRI, 7. DOORS, 8. FLOYD, 9. BRUNO, 10. MONEY, 11. HUMAN, 12. GIRLS.

baldy

Press P during the game, then finish the first level. The computer asks where you want to go next. Type LEVEL *, replacing * with the level number you want to reach.

balance of power

Mindscape

Listen to your advisors. You CAN win situations while ignoring their advice, but you usually end up starting WWII.

crystal dizzy

CodeMasters

Game Genie

Codes:
Part 2:
(Blackheart's Pirate Ship) G5J 73Q 8HK
Part 4: (The Ice Palace) 83J 5G6 2KF

globulus

Type Zvmo!EG (note the capitals) to activate the cheat mode.

d/generation

Millennium

On Level 81, your user name's SETH and the passcode's OSTRICH.

deep core

ICE

Type I NEED OXYGENE during play to replenish your air. Ditto I NEED ENERGY, or for infy everything, try TRAINER MODE.

airbus 320 usa

Thalion

Load up your Workbench. Find a file on the game disk called DUMMY. Change this to DUMMY.log, then, when in the game, log on as Dummy. You now have over 5000 flights to your name and a performance of over 500%.

THE PATRICIAN

Q ■ We've been receiving a lot of post here at the A-FORCE offices, all of it crying out for help on the excellent game *The Patrician*. To aid you in your journey to fame and fortune across the seven seas, we've come up with these tips.

Begin the game by basing yourself in Luebeck and having borrowed an appropriate amount of money, start trading between Luebeck and Malmoe, taking wine or salt from the first, and wood and wool from the second. At the beginning of the game you should concentrate on shifting cheap goods such as salt and corn. Low price means low risk and high quantities.

Look out for the arrival of the spice fleet. If you choose Quick Start the spice fleet will already have docked in Brugge when you begin the game. When the fleet docks you should sail straight there and buy as much pepper as you can, then stay in dock for a couple of weeks. You will then be able to sell the stock for twice what you paid for it!

There are other commodities that will provide you with an equally fast buck, but you must buy them in the correct locations. For

example, buy furs in Nowgorod and sell them in London. Buy wine in Brugge, oil in Bergen and hemp in Danzig. Purchase salt in Luebeck and sell it in Stockholm.

There is more to trading than making a fast Thaler. You must also impress the townsfolk with your activities. If you only deal in essential goods such as meat and fish you won't get yourself noticed, or remembered. A little flair may be called for, and some trading in luxury goods.

Once you have enough money, a wise way to spend it is on more ships. The cheapest and fastest shipyard to use is in Nowgorod. All you need do is load up with hemp, since the other materials you need should be in the town.

DEALING WITH PIRATES

■ This is a risky business, but if you are willing to run the risk you could end up with an entire fleet of ships for next to nothing. Hand over a fully armed ship and crew—as far from your home town as possible—and the pirate will sell you every ship he captures, for a pittance. On the other hand, he may disappear and never be seen again.

Alternatively, set up a guard-ship in front of the town you know the pirates are heading for

Playing Tips!

and attack them as they enter the port. If you win you will not only get the ship, but also the gratitude and admiration of the townsfolk - an invaluable commodity.

Always ensure you have enough money in the office and that you pay your debts on time. Keep your ships in good condition. Deterioration in their condition will reduce their capacity. If you have a ship that is a complete wreck then just sell it.

Selling ships at auction is a good way to make money. You can bump the price up by bidding against yourself (you will need to be very fast on the keyboard) but be careful, don't bid too high or you may end up paying for a ship you already own.

GET POPULAR

■ The easiest way to win popularity is to throw a party. If you're having problems with the catering side of party throwing, then here are some invaluable tips. Build yourself a warehouse and stash 30 burden of the following in it: Meat, Fish, Ale, Wine and Corn. The best



Playing Tips!

days to throw a feast are between 24th and 31 December. (The same catering arrangements apply for weddings).

When it comes to getting married, the best bride you will be offered is the grieving widow of a bargeman—as a dowry you will get two large ships.

To become Alderman you need to be Mayor of your hometown, and have an excellent reputation in several other towns. Join as many goods as you can and trade between as many towns as possible and be generous with your wealth. If you want to see results you should spend around 1m thaler on the town initially, about 1.5 million the second time, and about 3 million the next time.

Use your warehouse! Buy cheap products like cereals and take on employees. They will make valuable processed products like beer out of it.

There are many unpredictable elements in the game. Disaster or good fortune may strike at any time. However, one thing is sure, the further into the game you get, the more dangerous the

transport of goods becomes. Equip one of your ships to lead a convoy and you not only reduce the risk, but also gain popularity.

MORPH



■ I am finding it very frustrating playing *Morph*. Is there any way that you can cheat so you don't have to go back to the beginning every time you switch your computer off?

Hoping you have a solution.

S. Simmons, Bognor Regis

■ Well, we've searched high and low, but we're stumped on this one too. It's over to you again, reader — let us know if you come up with anything.

Brat

- 1 - BISHIAMO
- 2 - MIHEMOTO
- 3 - SASUTOZO
- 4 - SUMATZEE
- 5 - NOKITAGO

- 6 - ITSANONO
- 7 - MOZIMATO
- 8 - HOZITOMO
- 9 - MOKITEMO
- 10 - ZUMOHATO

FIRST SAMURAI



■ I refer to the Tip Bits section in the last magazine, which referred to the game *First Samurai* and the code DIPUTS to enable you to use numbers to walk around levels. I have done this and nothing happens.

I would be grateful if you could tell me what I am doing wrong and how to correct it.

Hoping you are able to help me.

Victor Pye, Glasgow

■ I'm sorry to inform you Victor that you probably have a different version of the game to the one here at A-FORCE towers. Hopefully, one of our readers has the same copy of this game as you and can supply the help you are seeking.

The laurels this month go to Adrian Broom for his cracking solution and cheats for *Treasure Island Dizzy*. His first rate tips win him a 12-month subscription. Keep the tips, hints and cheats coming in to us here at *Amiga Force*.

immortal, the

Hit Squad Level Codes

2. CDDFF10006F70,
3. OADDA21000E10,
4. BFDFF31001EBO,
5. O9DE443000EBO,
6. 3B7FD53010E41
7. 6B10FB1010A41,
8. E590D7710178C1

historyline 1914-1918

Bluebyte

To win most of the time, try retreating behind your fixed artillery, placing long-range units at the front. The enemy often walks straight into a wall of fire.

hagar the horrible

DMI

Level Codes:

1. FEAFGN
2. JVSAMK
3. ASGAPQ
4. UQFXPY
5. FSXRIC
6. DZAETG
8. WFYILD

graham gooch's international cricket

Audiogenic

When batting, hit the ball then press pause. The bowlers freeze, but you can still keep running by hitting fire.

prehistorik

Titus

After killing the turtle-like creature on the first level, you come to a screen with two piranhas bouncing up and down. Don't jump over the first gap. Instead, jump into it and you fall into a secret room.

lord of the rings

EA

Explore The Shire thoroughly as there are items here you need later in the game. If there's a chest in a room, use the skill PICK LOCK to open it. Pipin Took has this skill.

legends of valour

US Gold

Don't sleep on the street — it's illegal and highly dangerous. Get a room instead — the Seaman's Tavern has the cheapest rates.

impact

Level Codes

11. GOLD
21. FISH
31. WALL
41. PLUS
51. HEAD
61. JUMP
71. ROAD
81. USER

xenon 2

Mirrorsoft

How to spend your cash...

- L1, SHOP 1: Buy Health
- L1, SHOP 2: Sell Rear-Shot, Buy Double-Shot and Side-Shot
- L2, SHOP 1: Buy Side-Shot
- L2, SHOP 2: Sell Side-Shot
- L3, SHOP 1: Buy Health and Rear-Shot
- L3, SHOP 2: Sell Rear-Shot, Buy Side-Shot, Laser and Power-Up
- L4, SHOP 1: Sell Rear-Shot, Sell Side-Shot

unreal

On the menu screen with the dragon, type ORDOLOGICUS for immunity. Pressing RETURN now skips levels.

syndicate

Electronic Arts

Enter your company name as ROB A BANK for 1,000,000 credits, or COPER TEAM for extra cash and all weapons and modifiers already researched. WATCH THE CLOCK affects the mission timer.

strider II

US Gold

Type SWIFT during play to activate the cheat mode.

JOIN THE A-TEAM EVERY MONTH!

Subscription!

Hey! Do you want the good news or the even better news first? the good news is that from Issue 6 (on sale 20 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tips. Nope, it'll be hitting the streets **EVERY** 4 weeks!

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BUT I'VE ALREADY GOT ONE!

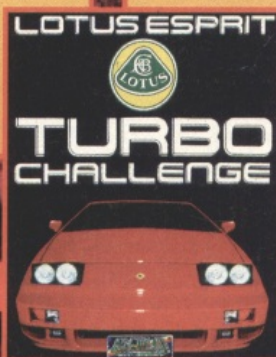
■ However, we realise that some of you dedicated gamers may already have one (or more) of the three free games. In this case, you can subscribe — without getting the games — for a special **DISCOUNT** price!

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LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy sequels, this is the two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



THREEBIES!

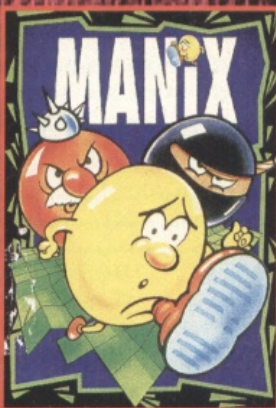
SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.



MANIX

■ A souped-up variation of the classic Q-Bert coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



I WANT TO SIGN UP!

I want to join the rapidly growing AMIGA FORCE army. I understand I must be of sound mind and prefer purely games reviews and tips — and no technobabble. I don't have an attitude problem and I can't wait to get my hands on the explosive equipment every gamer needs: that's 12 issues of AMIGA FORCE, please!

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Next Month!

FORTHCOMING ATTRACTIONS



IN NEXT MONTH'S AMIGA FORCE

Zool 2

It's the news fans of the Ninja of the Nth Dimension have been waiting with for baited breath! We give the outstanding sequel to Gremlin Graphics' legendary Zool the complete AMIGA FORCE once over. Don't say we never do anything for you!

King's Quest VI

Great news for addicts of Sierra On-Line's amazing adventure saga. Next issue features a complete review of the latest King's Quest instalment. This has to be in the running for the prestigious honour of the AMIGA FORCE Rave Review! Make sure you don't miss it!

Shooting Stardust

It's a great shoot-'em-up, packed with worlds, missions and warp zones. Stardust got a top review this issue and there's more to come next month. Expect a full player's guide with the lowdown on the levels and tips on toppling the extra-terrestrials — don't miss the ultimate guide!



**ISSUE
15 — ON
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**SPECIAL
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FORCE

■ JANUARY 1993 ■

"...Special mention must go to the Assassins games compilations..."
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ASSASSINS*

PACK 1

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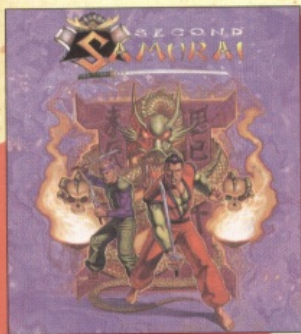
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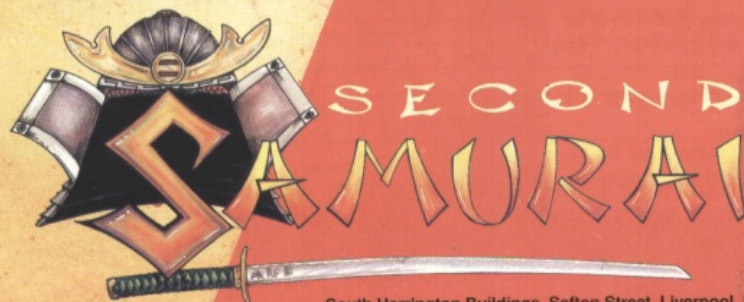
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